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FOXX FIGHTS BACK!! (AND HOW)

No 1 FOR SPECTRUM GAMES!!



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FULL GAME

SIDE A
AMAUROTE – 3D MAGIC ★ 2500 SCREENS
MASTERTRONIC'S FORGOTTEN CLASSIC! (+ POKES)

SIDE B
DALEY'S OLYMPIC CHALLENGE!
PLAY THE ENTIRE FIRST LEVEL!

▼ INSIDE THIS MONTH'S AMAZING ISSUE ▼
ROAD BLASTERS ★ DROIDZ
CYBERNOID II PREVIEW!
AWESOME MYSTERY GAME

FREE! FABULOUS FOX INSULT BADGE



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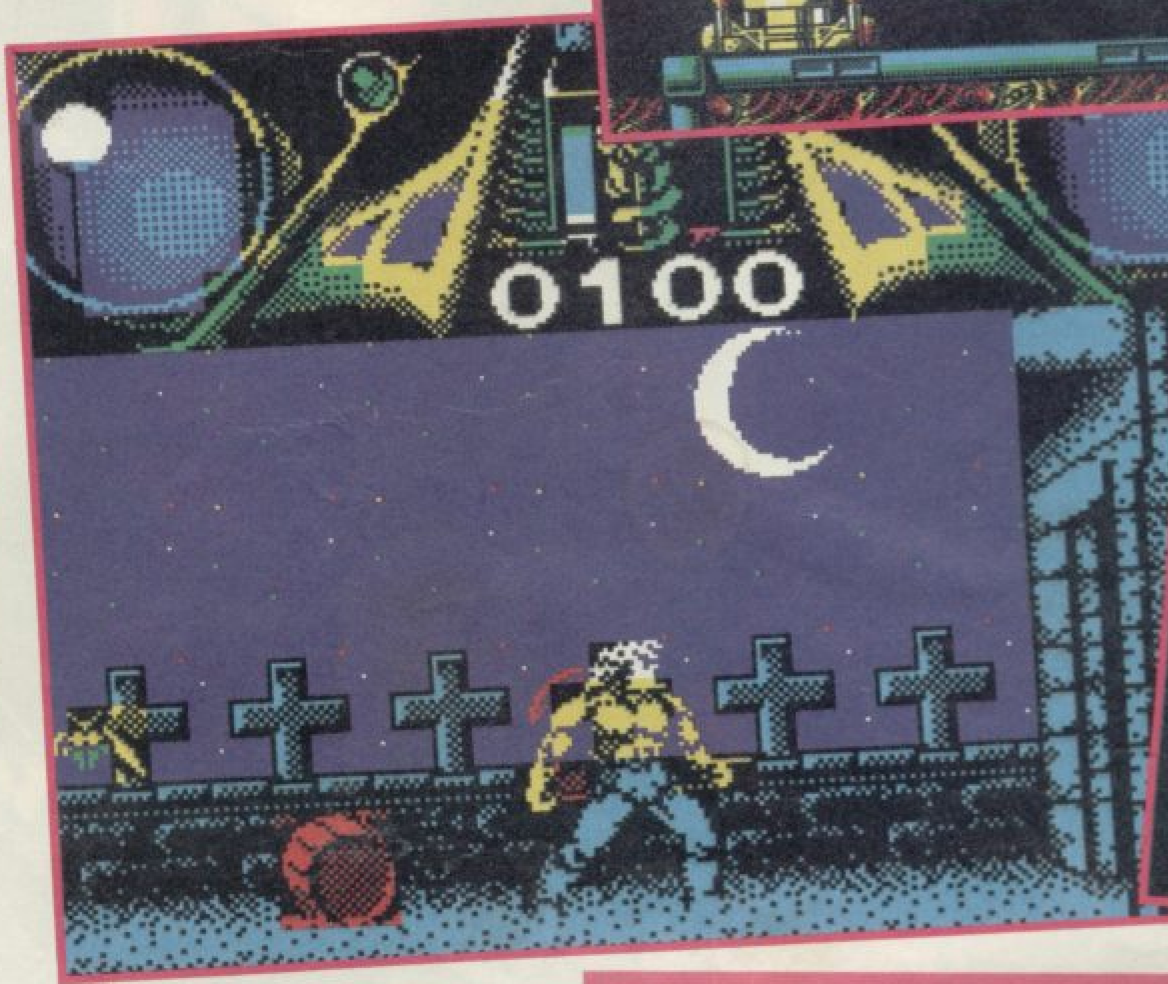
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CONTE

Previews 84

Some very hot stuff this month including an unnamed (at the time of writing) game, so astounding you won't believe your eyes and **Cybernoid 2** pics! Also mega this month, **Netherworld, Gary Lineker** and loads and loads more ...

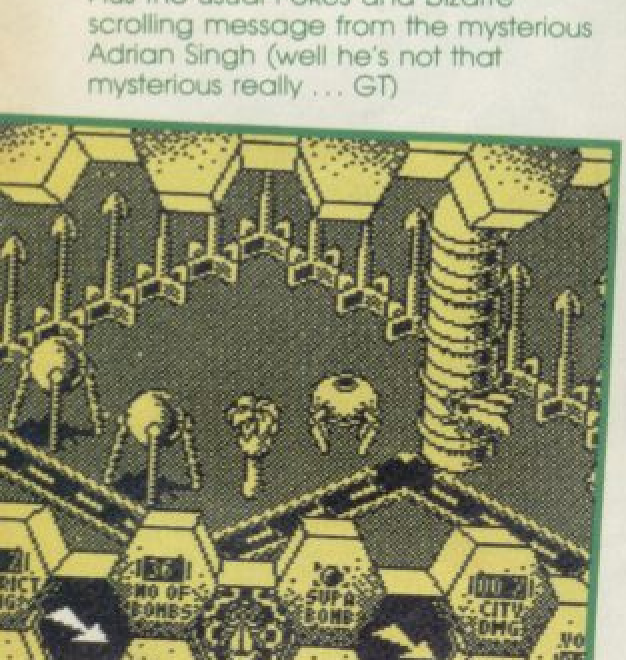






MEGATAPE 7 6

We didn't think we'd manage it. But somehow we did persuade Mastertronic to give us the brillilant **Amaurote** for our Megatape! It's got OVER 2500 screens! It was always underrated – judge for yourself! PLUS play two levels of the latest **Daley Thomson** game from Ocean – some of the best giant sprites we've ever seen and (genuinely) armbreaking action. Plus the usual Pokes and bizarre scrolling message from the mysterious Adrian Singh (well he's not that mysterious really ... GT)



SPECTRUMS AROUND THE WORLD 48

Now we've all heard of Spanish Spectrums but what exactly are they? What about the legendary Norwegian and Russian versions? How do the Japanese get their Speccy rocks off? We haven't a clue, but made this stuff up anyway

PC Show Games Locator 54

If you're going to the PC Show – you need this! We got the only guide

SOFTWARE

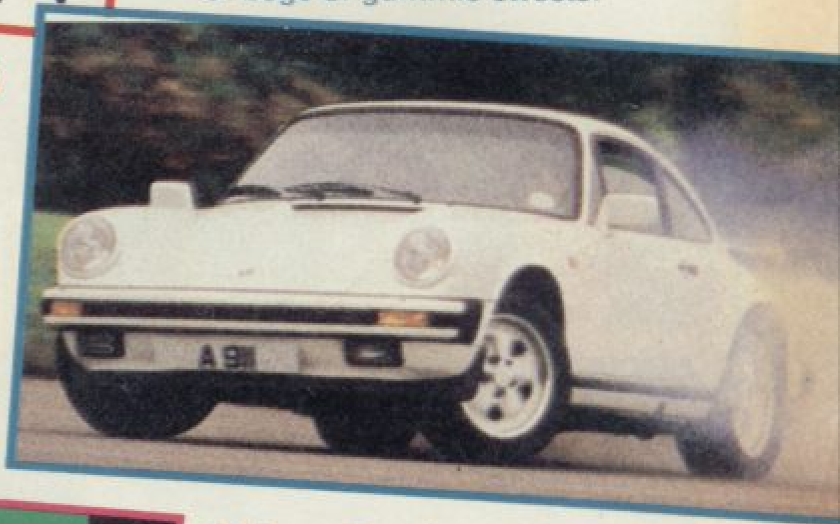
ARCADE

#NTS



COMPETITIONS







REGULARS

MEGATA

7

AMAUROTE + 10 POKES + DA
OLYMPIC CHALLENGE – PL

Eeeeeeeeeeekkk! Amaurote is vast, technically very sophisticated, graphically superb, original and amazingly addictive. Check out those little fly-things, make the landscape change colour and blow up buildings just for the gratuitous violence . . . We at SU always thought Amaurote was a brilliant game – graphically it puts most full price offerings to shame – but it didn't do anything like as well as it should have done when it was first released. We thought it deserved another chance at glory and so did Mastertronic – the budget software specialists who first put it out. It seems it had a sneaking pride and affection for this one too. Anyway, courtesy of Mastertronic, Amaurote is this month's game and if you don't think it's an absolutely fantastic game to get on a cover tape, you deserve to be forced to read magazines which call Impossible Mission II, "graphically . . . impressive," and give it 82%. Anyway, we here at SU are dead grateful to Mastertronic for letting us give the game a new lease of life. We think you'll like it . . .

AMAUROTE

Yuk! The city of Amaurote has been invaded by disgusting insect-like creatures and it needs to be cleared. You get the job. In your Spider-like Arachnus 4 armoured car you must visit each of 25 city regions and wipe things out. The more you kill, the more dosh you get. The problem is, as you wander around the city you get spotted by the insects and they start biting . . . get a damage score of 100% and you've failed. Again.

HOW TO PLAY

Move your Arachnus using the controls listed below:

UP/RIGHT	: Y-P
UP-LEFT	: Q-T
DOWN/RIGHT	: H-ENTER
DOWN/LEFT	: A-G
FIRE	: B-SPACE
RADIO	: CAPS SHIFT

CHANGE COLOURS = V

The arrows at the bottom of the screen are your multi-purpose scanner. You can choose whether they point at:

Z	: Nearest Insect
X	: Queen
C	: Bomb

The shape in the middle of the scanner area tells you which of the above is currently selected.

The Bombs on board the Arachnus 4 will destroy ALMOST EVERYTHING. Destroying bits of the city is BAD (you're supposed to defend it). Destroying creepy crawly things is GOOD – to finish a level you need to clear it of them.

HOWEVER – you cannot complete a level without destroying the Queen. The



scanner tells you where she is, the trouble is your normal bombs CAN'T DESTROY HER. This is where the Radio comes in.

RADIO

When you have found the Queen, or if you have run out of bombs or sustained a lot of damage you can call up your Mothership on the the radio.

RADIO OPTIONS
1 REQUEST BOMBS
2 SUPA BOMB
3 REPAIR
4 RESCUE (QUIT)

TEN FANTASTIC POKES!

Is there no stopping the God-like genius of Adrian Singh? Well, nearly, but he's still going and this month he has produced the following bundles of fun-loving code for you:

1) **MARAUDER**
2) **BARBARIAN**
3) **STUNT BIKE SIMULATOR**
4) **ASTRO CLONE**
5) **MICKEY MOUSE**
6) **ARCTIC FOX**
7) **OCTAN**
8) **OVERKILL**
9) **STAR PILOT**
10) **AMAUROTE**

Load in the Poke program from Side A and then follow on screen instructions. Remember – you have to have a copy of the game you want to poke (yes, some people **really** are that dim).

PE

LEY THOMSON'S

AYABLE DEMO



When you have found the Queen, select Option 2 from the Radio menu and turn your Scanner to LOCATE BOMB – it will be dropped by parachute somewhere in the area and you'll have to find it. When you've got it you only get one chance at the Queen so don't screw up . . .

BOMB BEHAVIOUR
All bombs are of a bouncing type. They carry on bouncing until they hit SOMETHING. If you miss your target not only will you accidentally destroy bits of city you will also be unable to launch another bomb until the last one has hit something. This is a common cause of death from insect bites.

AREA SELECTION
At the start of the game you can select which city area you want to start with by moving your craft to discs representing each district. If you complete a level you will be returned to this screen to decide which one to tackle next.

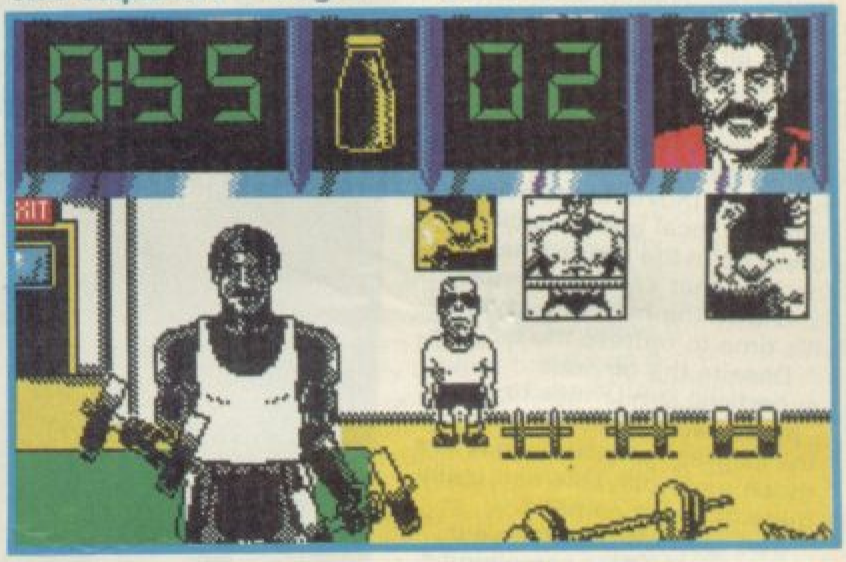
AMAUROTE DATA
There are 2500 hi-res screens in Amaurote. **This is a lot. Programming is by Binary Design which has been mentioned a fair few times in SU. Specifically, the coding and game design was by John Pickford. It was originally released over a year ago by Mastertronic on the M.A.D. label.**

DALEY THOMSON'S OLYMPIC CHALLENGE '88

When we say playable we mean it! You get to play Daley in not one, but two whole levels from the forthcoming Ocean game. We reckon this is the ultimate joystick waggler, in fact we won't be held responsible for the consequences to your joystick . . .

The Demo is part of the training portion of the finished game. There are two sequences – weight training and squats. In both you need to waggle as hard as you can to get the highest fitness rating possible. GT managed to waggle so hard he got 92% as a final score and was unbearable for days . . .

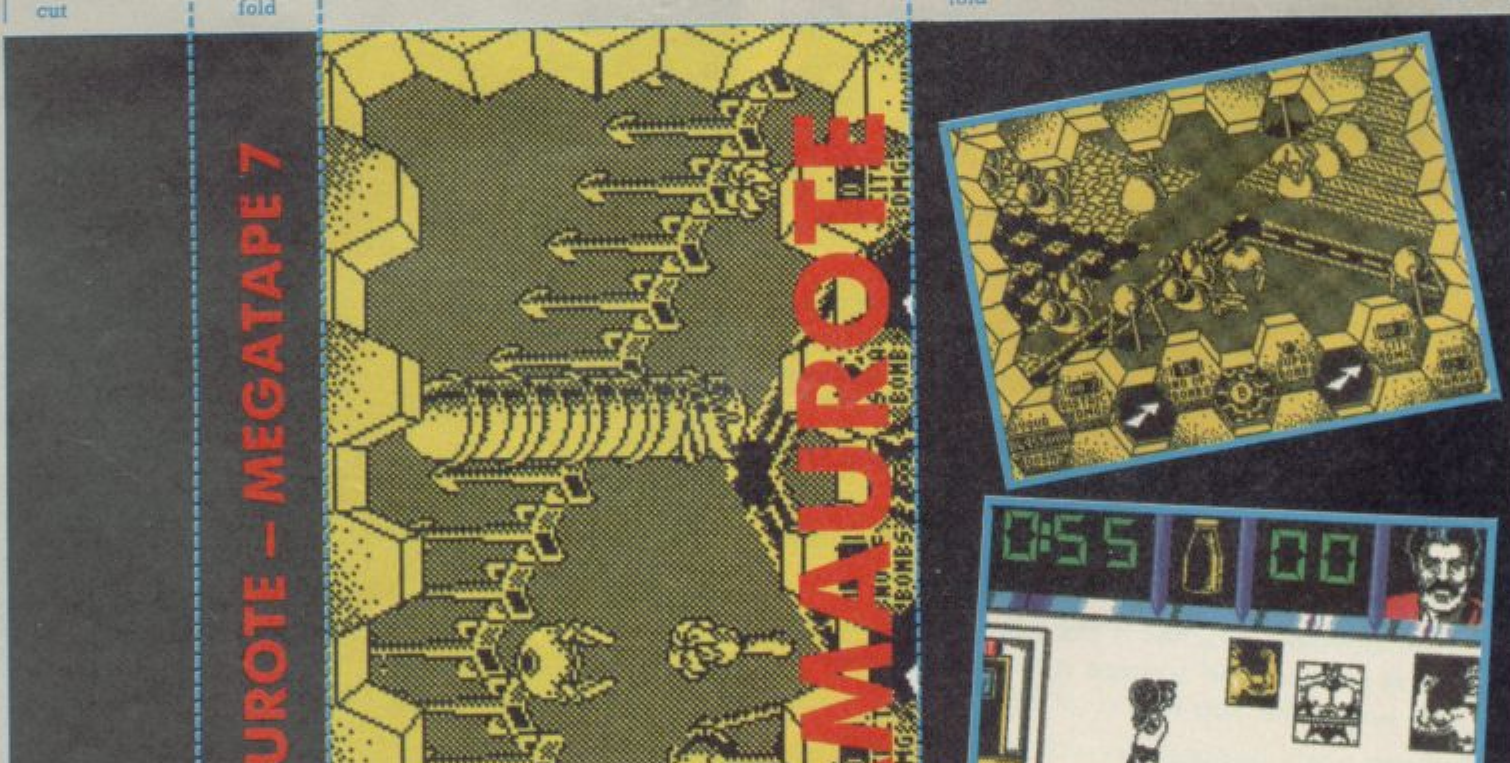
The final game will have one more training level before you go on to the actual Olympic challenge and, as you can see, has graphics way beyond the stick insects waggly-waggly games used to have. Looks pretty marvellous to us and if El Presidente's right arm is anything to go by, one of the more physical games you'll come across . . .



PLAYING THE DEMO

Very straightforward. Load it on up, select your joystick and waggle left and right very fast. Lucozade bottle measures how much oomph you've got. You have 60 seconds starting now . . . (well go on then).

cut fold fold cut



cut fold cut

FOXX FIG



There comes a time in everyone's life when you have to decide to make a stand. You can only be oppressed, walked on and abused so much, before, one day, it all comes to the boil and you reach for the Browning in the sideboard.

For **Foxx**, that day has come. Fed up to the back teeth with having to move house every time the local gentry decide to dress up in the red jerkins, **Foxx** decides that enough is enough and with the help of a revolver it's time to redress the balance.

Despite the obvious superficial similarities to **Vixen** –particularly in the running of the central character – **Foxx** is a much more playable and really quite different game.

You start off down in your den, with the Mrs complaining about the general state of affairs. From there you take a swift leap upwards into the hostile world. For the most part the game centres around running left and right across a parallax scrolling landscape, trying to snatch apples from treetops and taking them back



HINTS AND TIPS

- Always keep jumping. There's no point running along in a straight line when you can avoid a whole lot of trouble and make just as much progress by jumping along. The bad guys can be vaulted over too
- You'll need to practise the jump routine a lot before you can perform the tricky jumping-the-stream feat – you have to nudge yourself further forward than you would believe in order to make it across
- Go for the big weapons as soon as you see them! Get that bazooka and get killing!
- Whenever you see a chicken flying past, jump up and pull it out of the sky with your teeth. Major points
- If you Pant-o-Meter reaches a dangerous level, dive down a rabbit warren and savage a few defenceless bunnies. This will make you feel a lot better
- Watch those nasty beagles on motorbikes. Once they've gone off the left hand side of the screen, they'll come back without their bike but tooled up with a gun. Don't get shot in the back



HTS BACK







home to appease Mrs Foxx. Tedious? Well, it would be apart from the fact they you're fighting for your life all the time with maniac beagles, badgers, squirrels and birds, all hell-bent on bringing about your demise.

The beagles come in two forms, pedestrian ones out to blow you to bits with machine guns, and those on motorbikes, who will simply run you down. The squirrels and badgers throw grenades at you and the birds drop, er, bombs. Yes, I know it all sounds a bit like a Beatrix Potter story gone mad, but believe me, it's great fun. You belt around, collecting apples, shooting beagles in the head and catching the birds between your teeth as they fly over.

Along the way, you'll encounter numerous hazards like truly gruesome mantraps which will literally make mincemeat out of you. There are nasty rivers and lakes to negotiate too, and you'll have to get your jumping pretty well off pat if you are going to get anywhere at all.

The more tired you get, the longer the tongue of your Pant-o-meter becomes, until eventually you peg out. Obviously, your constitution isn't boosted by being run over by a rabid beagle on a motorcross bike or falling into the clutches of a grenade-launching squirrel.

To help you out along the way, a couple of more advanced weapons have been left at strategic points. There's a Thompson sub-machine gun and even a bazooka, both of which will help to despatch the bad guys at a swifter pace.

You can progress to later levels by collecting enough apples. All the time, life becomes tougher and tougher. There is a bizarre bonus level which involves jumping down a rabbit warren and eating all these fluffy white rabbits.

Graphically, **Foxx** is pretty good, although the characters aren't actually very large on the screen, the animation is very nicely done and the beagles on the bikes really have to be seen to be believed.

There's a strange sense of humour throughout, but thankfully it doesn't detract from the grand level of violence. It's a corker■

ARCADE REVIEW

FAX BOX

FOXX FIGHTS BACK *Label:* ***Mirrorsoft*** *Author:* ***Denton Designs*** *Price:* ***£8.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
75	70
80	80
PLAYABILITY	LAST ABILITY

Comedy shoot-out without a hint of naff-ness. Good graphics and an amusing style

Reviewer: [signature]

10 20 30 40 50 60 70 80 90

OVERALL **75**

GREAT GIANA SISTERS

Cutesy sisters Giana and Maria fall asleep one night, and find themselves in a mysterious world (Oo-ee-oo) full of rampaging eyeballs, psychotic bees and hyperactive tortoises. Using every trick they can muster, they have to run, left to right, across 32 scrolling landscapes, in search of the big diamond (Snurk – JD. Why are you snurking? That's not pervy – TH) which will return them to normal land, effectively waking them up.

All the screens consist of large, well drawn platforms, comprised of big blocks. Some blocks contain a little flashing star, and if knocked out, these can give you either of 2 things. A special icon thingy (see box) or a diamond. Collect 100 diamonds, and you get an extra life. Diamonds can also be found by headbanging (mettaaallll!) the unmarked bricks. The thing is, you can only headbang when you are a punk (see box again).

The various nasties that roam the screens are there simply to kill you, and they do so by touch. You have 3 options. Jump and avoid, jump and squash or shoot.

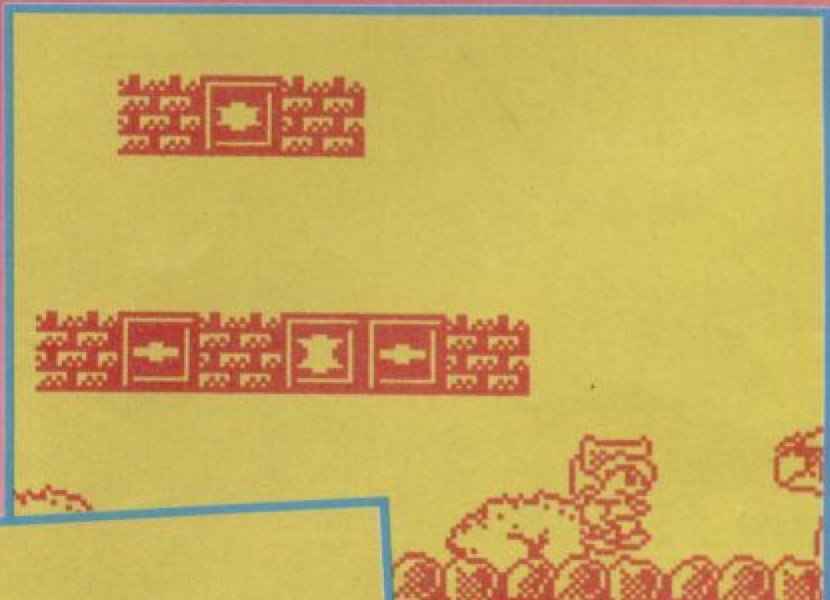
The graphics have been very well done. Large and cute, the animation is wonderful, and the feel is very cartoony. Unfortunately, they don't move as well as they look. The scrolling is incredibly slow, and although the nasties move around quite quickly, Giana herself moves like a snail on a warm gluey road.

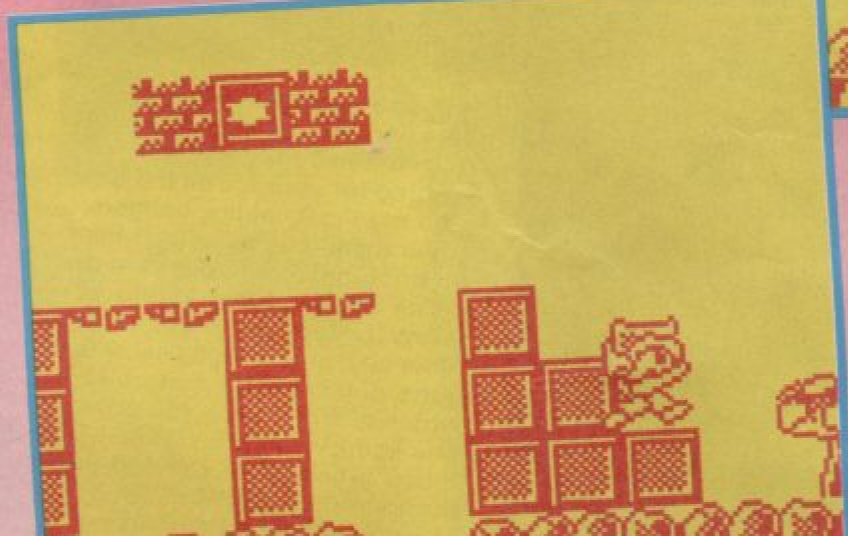
The sound is standard fare, polished but nothing astonishing. The colour schemes are, at times, completely nauseating.

Giana Sisters, unfortunately, is one of the most unplayable games I've ever seen. The joystick response easily matches the speed of the screen, and is twice as bad.

I'm sorry, but no matter how much I try to like it, I can't. Though the idea is original, and it is a new style of game for the Speccy, it's just not very good. I can't even see it appealing to fans of **Mario Brothers** itself■

1 FIREBALL – Catch this and it transforms you from a sweet innocent little girlie, to a sweet little brick breaking punk
2 LIGHTNING – Get this, and you've got firepower
3 DOUBLE – Collect this, and your shots will rebound off things
. LIGHTNING
4 PINEAPPLE – An automatic guidance system for your bullets
5 CLOCK – Just what you need to freeze the nasties, for a while
6 BOMB – Kills everything in sight
7 DRIP – Makes you wet, thereby protecting you from fire





ARCADE REVIEW

FAX BOX

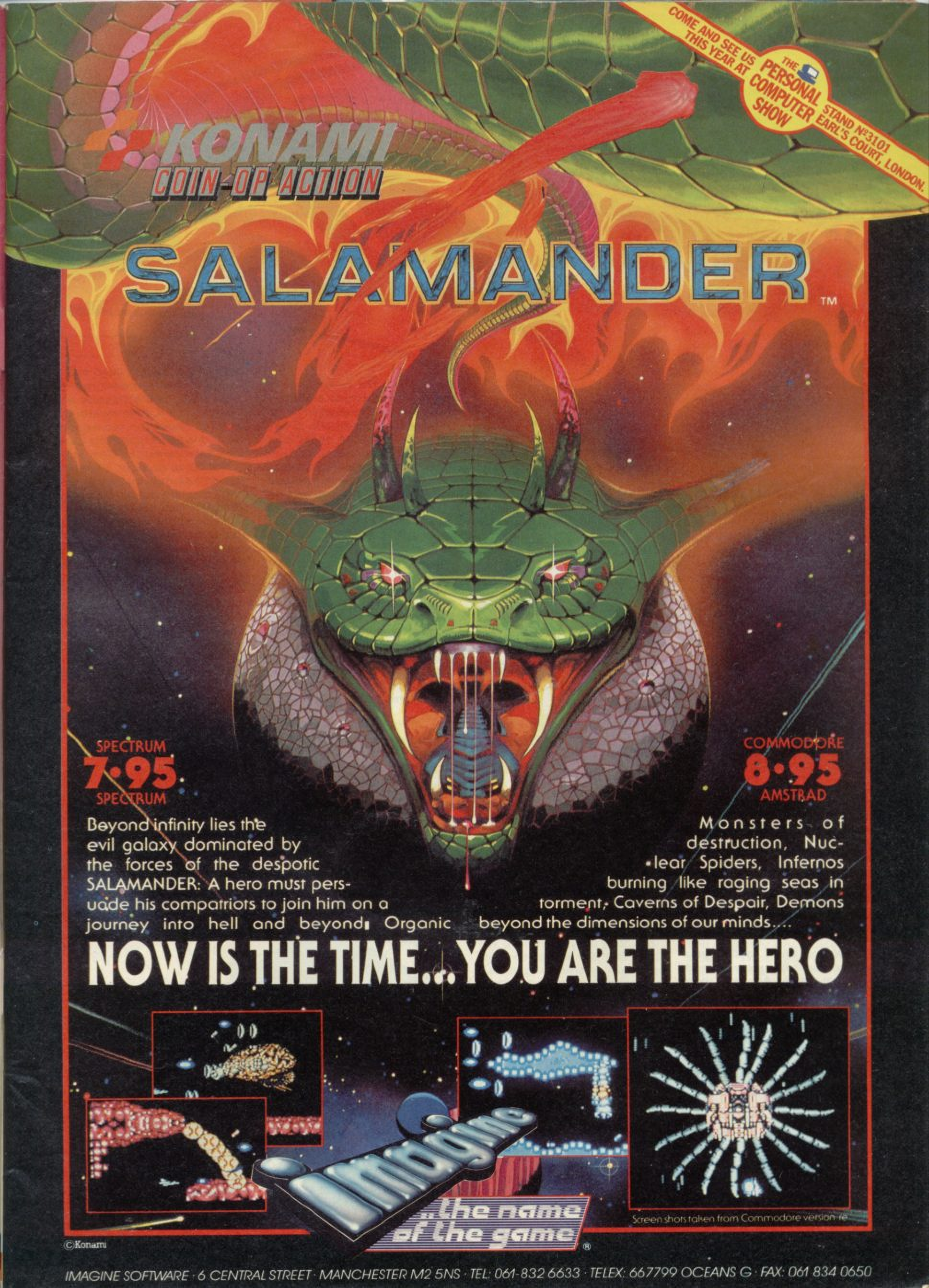
GREAT GIANA SISTERS** Label: **Go!** Author: **Rainbow Arts** Price: **£8.99 cass, £11.99 disc** Memory: **48K/128K** Joystick: **various

GRAPHICS	SOUND
73	70
36	50
PLAYABILITY	LAST ABILITY

Great idea, with some really nice graphics, playability really lets it down

Reviewer: Tony Dillon

OVERALL 55



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JON RIGLAR — HE DOES THE BEST HE CAN, HONEST

***B**loomin' 'eck Missus Spudgitt! What a month it's been viewers! I finally got to pass my driving test after fifteen trillion attempts. (Except that's a complete lie and I just chucked it in to spice up the paragraph a bit). I haven't been in a major road accident for a whole four weeks and a bit! (And that's a record). And what's more, I got on to level four in* Marauder! *(And that's an even bigger record). This is a bit more interesting than it sounds because if you decide to 'tune in' to this month's Zapchat, you can also do wondrous things with the game using the maps of levels 3 and 4. We've also got our grubby mitts around a totally triffic 3-D map of* The Dark Side, *along with the tips for* Bionic Commandos *as promised last month. And don't forget we've got the best in pretty funky charts and high score tables which means if you decide to wash your trousers over the next five minutes, you're gonna miss something that's really rather devastatingly good on the whole! By 'eck what a corker Missus Spudgitt! As I was saying to the milkman the other day . . . (Yes, all right, stop gibbering about and get on with it – GT).*

STANDBY TO ACCESS: DARK SIDE . . . Incentive SECTION WRITER: Jonathan Hampshire and David Main

No excuses if you can't complete Incentive's Freescape epic *Dark Side* with the help of our marvellous map from Steve Jarrett (ex-Editor of Crash), and help from fearless adventurers Hampshire and Main. First, shoot all the ECD's possible. This should be good fun, and should result in the ECD energy meter reading 4%.

Now you want to find your way to the Sirius sector. Tweedly deedly dum. Are you there yet? Good. Shoot the bar above the door until it spins round and disappears, along with the barricade in front of the door. You can then enter the Canopus Walkway, where you'll find Telepod Crystal 1, which should make you happy.

Your next task is to get arrested. Not too difficult in the Procyon or Umbriel sectors. You'll find yourself in the slammer, where, zippedy-doo-dah, there's Telepod Crystal 2. To pay your debt to society you have to sacrifice some fuel or shield energy. Shoot through either of the holes in the boxes (left for fuel, right for shield), and eventually the door will open.

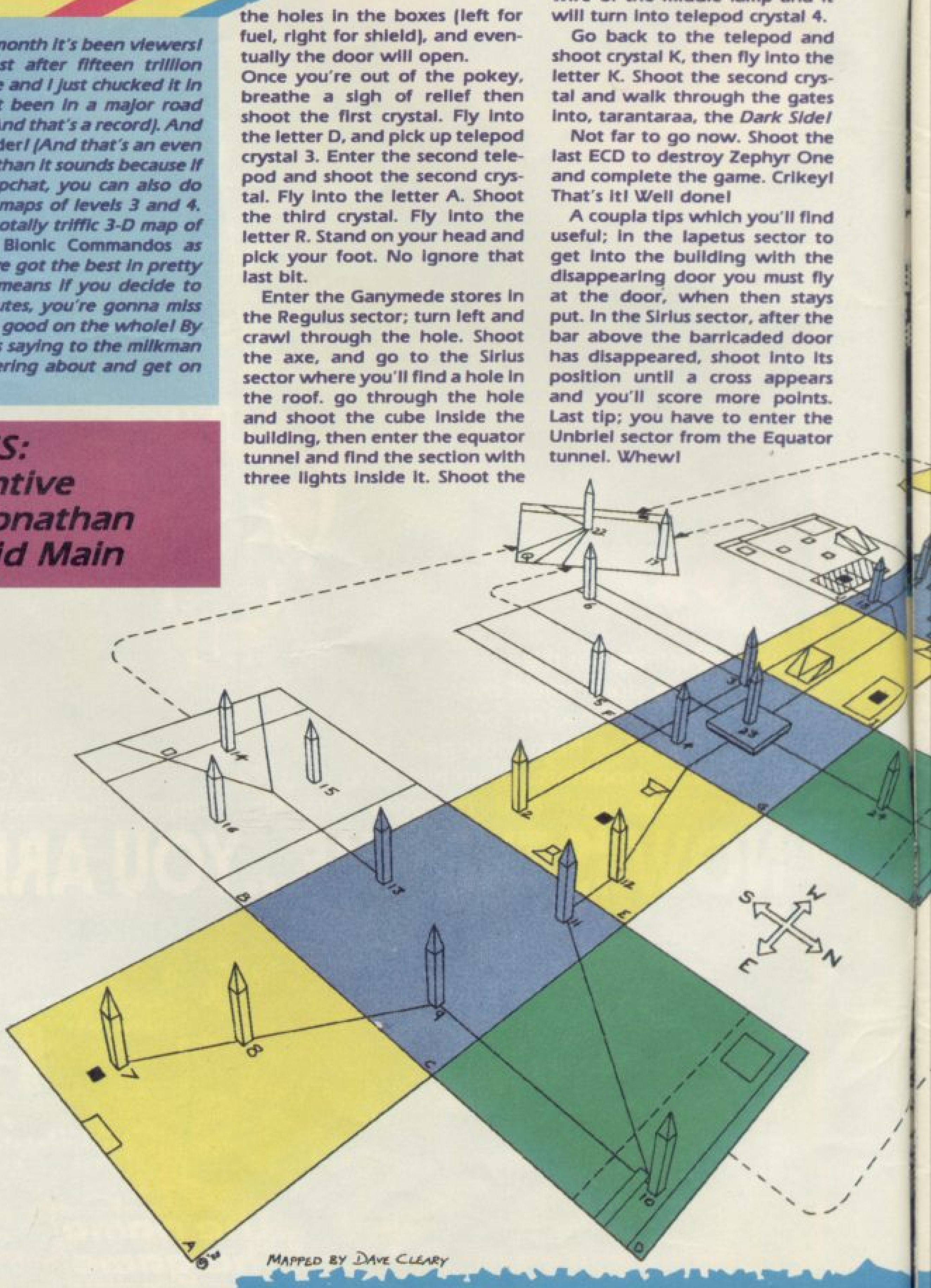
Once you're out of the pokey, breathe a sigh of relief then shoot the first crystal. Fly into the letter D, and pick up telepod crystal 3. Enter the second telepod and shoot the second crystal. Fly into the letter A. Shoot the third crystal. Fly into the letter R. Stand on your head and pick your foot. No ignore that last bit.

Enter the Ganymede stores in the Regulus sector; turn left and crawl through the hole. Shoot the axe, and go to the Sirius sector where you'll find a hole in the roof. go through the hole and shoot the cube inside the building, then enter the equator tunnel and find the section with three lights inside it. Shoot the wire of the middle lamp and it will turn into telepod crystal 4.

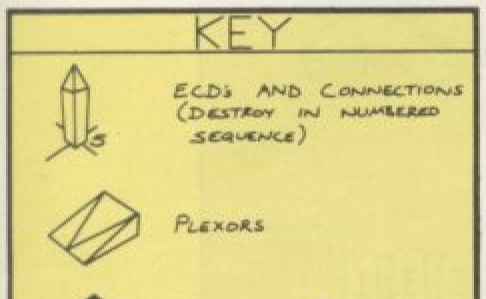
Go back to the telepod and shoot crystal K, then fly into the letter K. Shoot the second crystal and walk through the gates into, tarantaraa, the *Dark Side!*

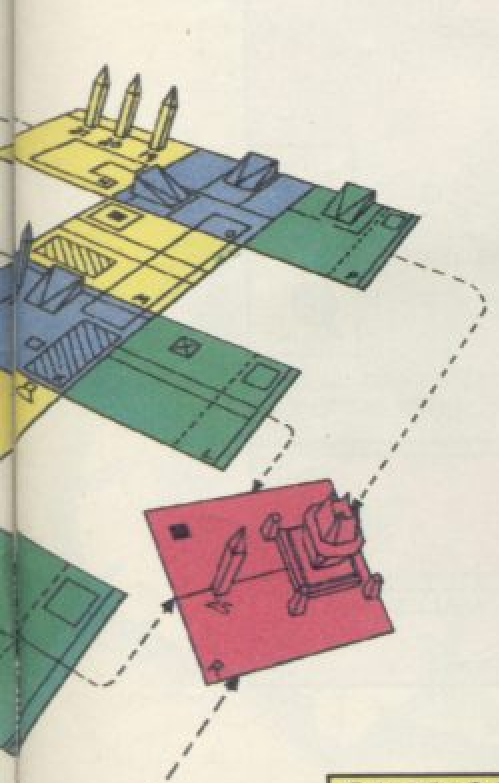
Not far to go now. Shoot the last ECD to destroy Zephyr One and complete the game. Crikey! That's it! Well done!

A coupla tips which you'll find useful; in the Iapetus sector to get into the building with the disappearing door you must fly at the door, when then stays put. In the Sirius sector, after the bar above the barricaded door has disappeared, shoot into its position until a cross appears and you'll score more points. Last tip; you have to enter the Unbriel sector from the Equator tunnel. Whew!









SECTORS

- A OBERON
- B ANTARES
- C TITANIA
- D NERICL
- E UMBRIEL
- F MONOCEROS
- G FOMALHAUT
- H POLLUX
- I PROCYON
- J REGULUS
- K SIRIUS
- L PSYCHE
- M IAPETUS
- N TRITON
- O GANYMEDE
- P THETHYS
- Q LIGHT SIDE
- R DARK SIDE

STANDBY TO ACCESS: BIONIC COMMANDO . . . Go! Section writer: Bionic Riglar

Well this is it – the only game in the entire somiverse in which you control what looks suspiciously like a monkey with an extendable arm. (Remember the advert where the guy stretched his arm so he could check out how warm his swimming pool was? No, neither do I). If you fancy – and a little bit of what you fancy does you good or so I'm reliably informed – a romp through the trees, a biff-up with the occasional guard and a severe attack of the killer bees then *BC* is the game for you and you'll be wanting some tips. Sounds interesting. (No it doesn't – GT).

LEVEL 1

Thousands of branches connected to thousands of trunks although no one quite knows where. Best to hang about at the start until the first guard falls out of the tree and runs at you. As soon as he appears, be cool and climb up a branch instead of starting a fight. Now somewhere about here you will encounter the first heavily armed guard who can climb the tree along with you. The only real way to get rid of him is to knock him off the branch with your bionic arm. Don't try to shoot him 'cause it won't work.

As you start to climb upwards try to stay to the left hand side of the level until your man reaches the first 'ARMY' sign. Adjacent to this is what looks like a cage – don't try to run through it! Instead stay well back a lob a few thousand shots in its direction until it blows up. Hiding directly behind this will be a rather hefty looking guard with a bionic arm – as soon as he sees your man he'll charge. Kneel down and use your arm to lob him off the branch.

One of the more interesting features in this level is the bat. It hangs around just underneath branches and swoops at your man if he stays still for too long – you can knock these critters off the branch using the bionic arm in a diagonal direction, otherwise keep moving! As you begin to reach the top of the level, start heading to the right and eventually you will reach the top of the trunk where a red band has been painted. Once on this branch, promptly march off it to the right – you will fall on to another ledge which is the end of the level. Knock out the guard and destroy the cage and then move on to level 2 (without passing 'GO' har har ooer ouch).

LEVEL 2

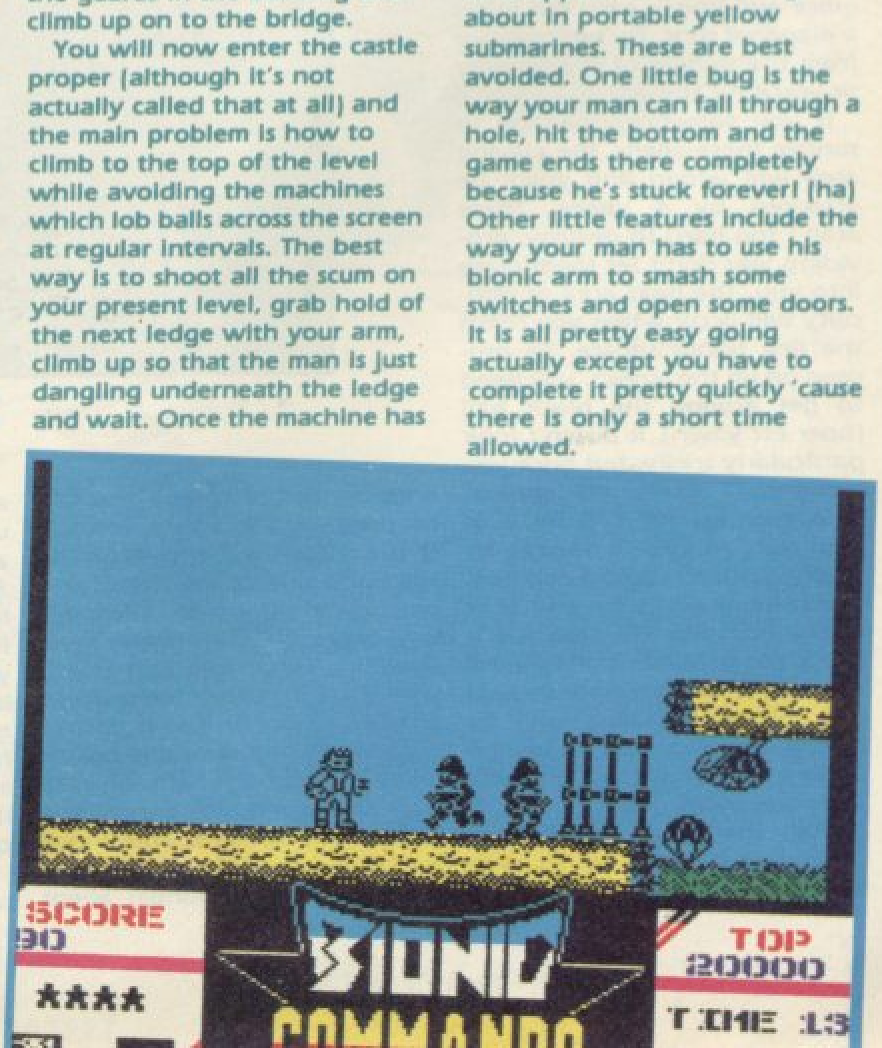
At the start of this level you'll find a complete barstool of a guard who will drop down from the building and try to whop you with his bionic arm. You have been warned. Knock out the guards in the building and climb up on to the bridge.

You will now enter the castle proper (although it's not actually called that at all) and the main problem is how to climb to the top of the level while avoiding the machines which lob balls across the screen at regular intervals. The best way is to shoot all the scum on your present level, grab hold of the next ledge with your arm, climb up so that the man is just dangling underneath the ledge and wait. Once the machine has lobbed a ball, pause it until it passes above the man and then quickly zoom up two levels before the next ball appears. Simple huh?

The only other problem is the big ape at the top of the screen. He'll start to throw barrels at you as you approach. It might be worth sacrificing a life here so that you can parachute in right next to him on his ledge. If you manage that, then blast and blast (for some reason you suddenly lose control of your bionic arm) with your gun until he croaks. Then bob along to the right until you encounter hairy ape numero two and do the same. And then it's level three.

LEVEL 3

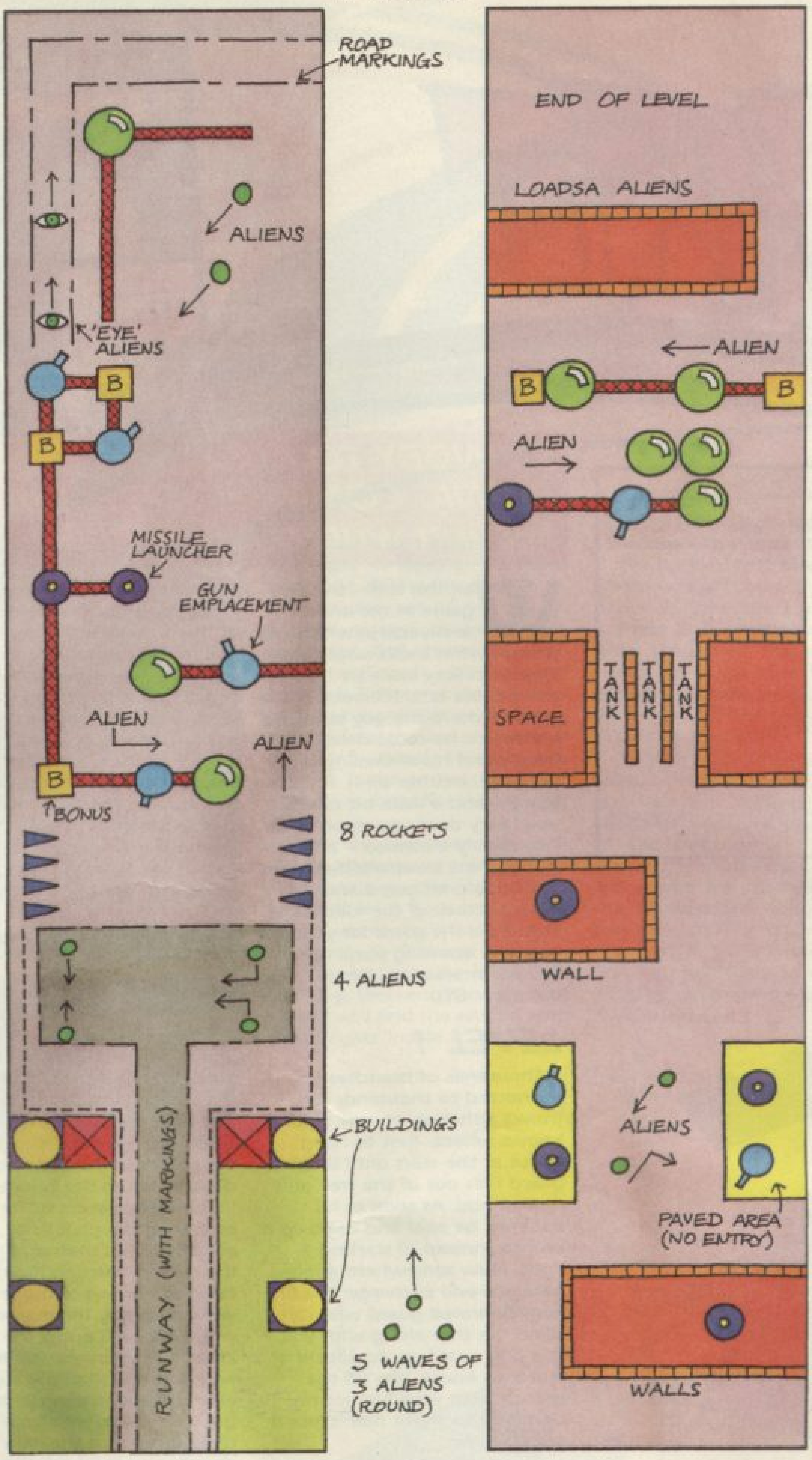
Level 3 is a trifle spooky isn't it viewers? For no sooner has it begun that your man falls down a mineshaft! When the poor chap reaches the bottom he has to clamber over several ledges (most of which have rodents lurking about and these have to be shot) and then avoid firemen who appear to be floating about in portable yellow submarines. These are best avoided. One little bug is the way your man can fall through a hole, hit the bottom and the game ends there completely because he's stuck forever! (ha) Other little features include the way your man has to use his bionic arm to smash some switches and open some doors. It is all pretty easy going actually except you have to complete it pretty quickly 'cause there is only a short time allowed.



ZAPCHAT 3

Following on from last month's mystic runes and entrails concerning the wondrous *Marauder*, here we present, in glorious Jarratt-colour, maps for the next two levels and the blurb to go along with them. Except we don't. This is because the person buried under all the paper on the sub-editing desk complained 'bout the amount of words. So there you go. Except you won't if you can't if you see what I mean. [No we don't actually – GT].

LEVEL 3



LEVEL 3

It's set in space and is pretty ruddy hard actually. You start off on some sort of runway and 5 waves of spirallying alien thing-ies will appear at the bottom of the screen as soon as your craft start to move. You can either deal with these by smart bombs or by turning around and blasting them. If you choose the latter option, then turn your craft through 180° and knock out the middle alien. Then as the remaining two fly past on either side of you, spin around once more and knock each out using a diagonal shot. Try not to move from the middle of the runway or you'll hit the aliens.

If you somehow manage to survive these aliens, the playing area will widen and you'll be attacked by 4 aliens. These aren't too hard to destroy, providing you don't let them crash into you. The next area of difficulty will occur when you reach the first bonus square. To proceed on up the screen, you need to get around the black ball (ooer etc yawn). It doesn't look particularly tricky, but once you move up 2 aliens will appear. One pops up right in front of your craft and you'll need to be pretty quick to avoid a collision. The second works its way over to you from the left. That one is not a big problem but by now the nearby gun emplacements and missile launchers will be having a go so it may be worthwhile just to blast them all away with one smart bomb.

Then there's no probs until the roving eyes appear. As mentioned last month these were encountered in level 2 and can be pretty ruddy funky. Here, 2 of the critters will appear on the left hand side of the screen and will zoom upwards. Likewise, two normal alien types will appear on the right and attack you. You can either hang about and shoot out the two normal ones while avoiding any bullets from the old eyeballs or rush over to the left, get behind the wall, move upwards and knock out the eyes and then worry about what the normal aliens are up to later. The latter is undoubtedly harder 'cause you are fighting in a confined space. Another disadvantage with the latter method is the fact that, a little later on, you will find yourself attacked by a missile launcher to your right – and to make matters worse, you can't reach it with your gun. If you get attacked by the one on the right it will be straight in front of your craft and can be easily shot out.

A bit further on are some tanks. It doesn't really matter which route you take, or tank you attack, as long as you keep moving to avoid bullets and the air attack. There should be no hassle from here on until the craft reaches the end of the level – here literally thousands of aliens will appear and you can't make use of your remaining smart bombs! (It's an outrage)! It is best to attack by zipping up the right hand side and then doing an eppy all over the shop until everything is blasted away. Huuruump.



A-812387 touched down without a sound. Parachute hidden safely away, he surveyed quadrant 'X' with the steely gaze of a professional killer. The task was hard, some would say impossible, but to a special operations agent the impossible was merely a way of life.

The brief had been simple, recover the vital NATO documents — and of course, those three familiar words on which A-812387 thrived . . .

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STANDBY TO ACCESS: READER'S RUDDY BIG FIVE CHART WOTSIT
SECTION WRITER: Jon 'I sent the Stalingrad review, honest' Riglar

This month's collection of titles has been sent in by a zippy young piece called Colin Leeds from Oxford. (But we won't hold that against him). Colin rabbles on and on 'bout the fact that his chart only contains 4 games instead of 5 which means this whole business is getting a bit out of hand, actually.

1 TARGET RENEGADE	Ocean
2 JOE BLADE	Players
3 PREDATOR	Activision
4 OUTRUN	US Gold

Carrying on in the tradition of last month, Colin says that the biggest 'gross out bummer' (still not sure what that is) of a game is *Crazy Cars* from Titus, because it's totally boring. So there you have it. If you want your chart printed then send all interesting letters to 'I Fancy Having a Bit Jon' followed by the usual address

STANDBY TO ACCESS: RUDDY BIG TIPS SECTION
SECTION WRITER: Jon Riglar

The Fury is a generally OK game from the lads at Martech, and so Russell Hicks, being a generally OK sort of guy, has written some generally OK quick tips for it. (If that didn't save some space you can call me Tony Dillon – well maybe not, something else perhaps)?

1) In the first two races lay into the racers with loadsagroats (what?) on their heads – there are 4 of them on the starting grid. Incidentally, if Ar-ra-al is one of these 4 then just ignore him – you'll never catch him in a crappy Avenger.

2) After these 2 races, you should have about 1400 groats to throw about. Buy a Harlet, and arm it with 35-40 cartridges and nothing else. Missiles are a waste of time and groats; flamethrowers will drain you fuel like billyo in this car. Note that new cars come complete with a full tank of gas.

3) In race 3 (bleel), sit a car's breadth from the bottom of the screen and keep your foot to the floor along with the fire key. If you keep firing Noids will obligingly slide into your hail of bullets. Also, watch your backside for Noids driving up behind it. (Ooer, yak yak, fnar, ad lib to fade).

4) After completing race 3, you should have enough to buy a Hurlant. If not, then repair the ol' Harlet and fill her up with 11 thingymaoo-ers of fuel.

5) The tag race. Pretty easy if you keep your concentration. Try and attempt the races with the larger bounties and keep with the pack (although at a safe distance) so that you have someone to pass the tag on to if you're caught.

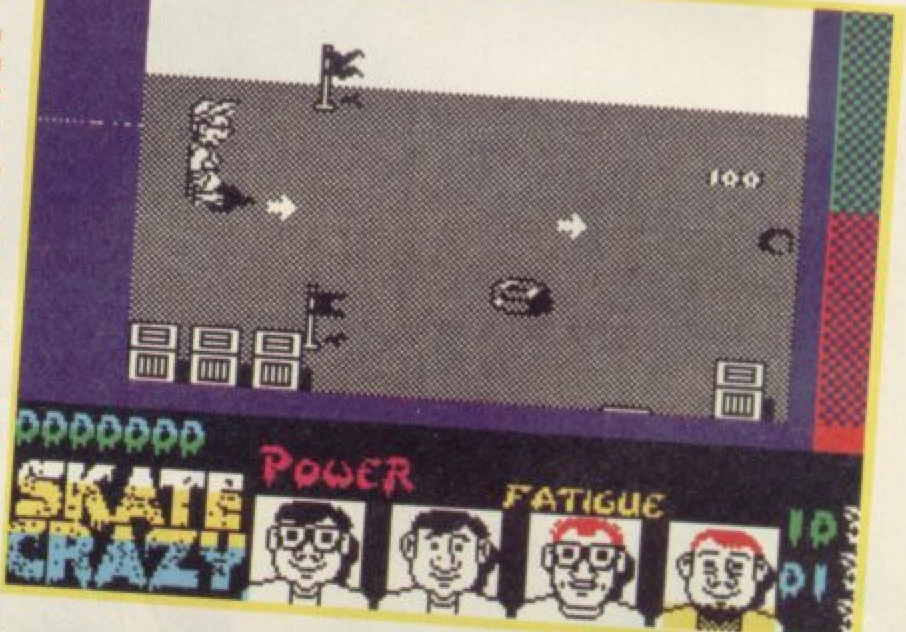
6) If you are being tracked, just slow down or smash into the nearest car.

7) Don't get involved in ramming matches with racers with only a few groats bounty, it's pointless.

8) Only buy an escape pod if you can afford to buy another decent car AFTER it's been used.

9) To kill racers and Noids by ramming. Slide alongside them and smash into them, but don't ram their rear bumpers as you'll probably come off worse.

10) If the screen starts to fill up with cars, hit the space key to keep an eye on your car.



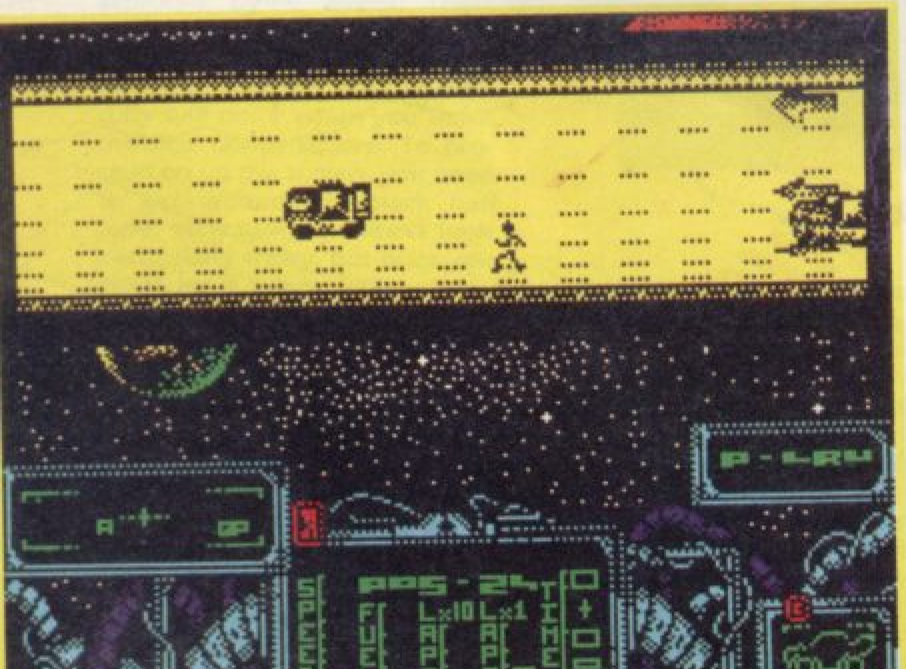
STANDBY TO ACCESS: SKATE CRAZY . . . Gremlin
Section writer: Jon 'Flip me' Riglar

Wooooh' I hear you cry. 'What's gong on 'ere then?' Well you may be wondering how we've going to cover a game that isn't actually out yet. Spooky, hum? Stone the crows and all that ooflaaflaa! What's actually going on is that some young fellamelad by the name of Ben Ede was so thrown by the SU demo version that he's sent in some tips and here they are:

At the start there is apparently only one exit, and that is through the 2 flags which start the timer. However, all you have to do is jump on to the set of boxes below your man. This prevents the timer from operating and so you can zoom about and do some serious collecting of bonuses. Once you've rounded up a good handful of points then you can jump back over the boxes, whip through the flags and dosh up a few more points as the timer counts down.

On the third ramp or jump, position your man so that his toes are just touching the ramp on the far side. Now slowly edge the man forward and suddenly he'll start bouncing. Happens to all of us at the best of times doesn't it? (Fnar) Now, every time the man hits the ramp a few hundred points will be lobbed on to your score. The slower the man moves forward, the more bounces occur, and obviously the more points you accumulate.

When you approach any ramp use full power and keep your hand on your direction key and then press up and down quickly and you'll soon clock up a great deal of points before your man flies off the end of the ramp.




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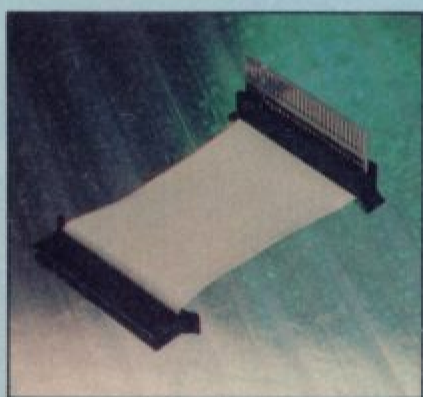
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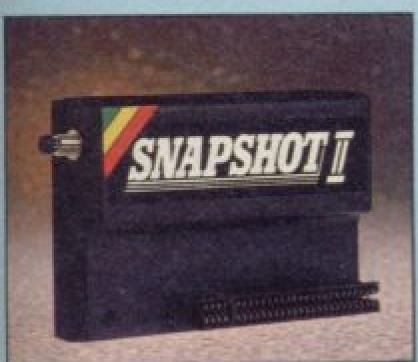
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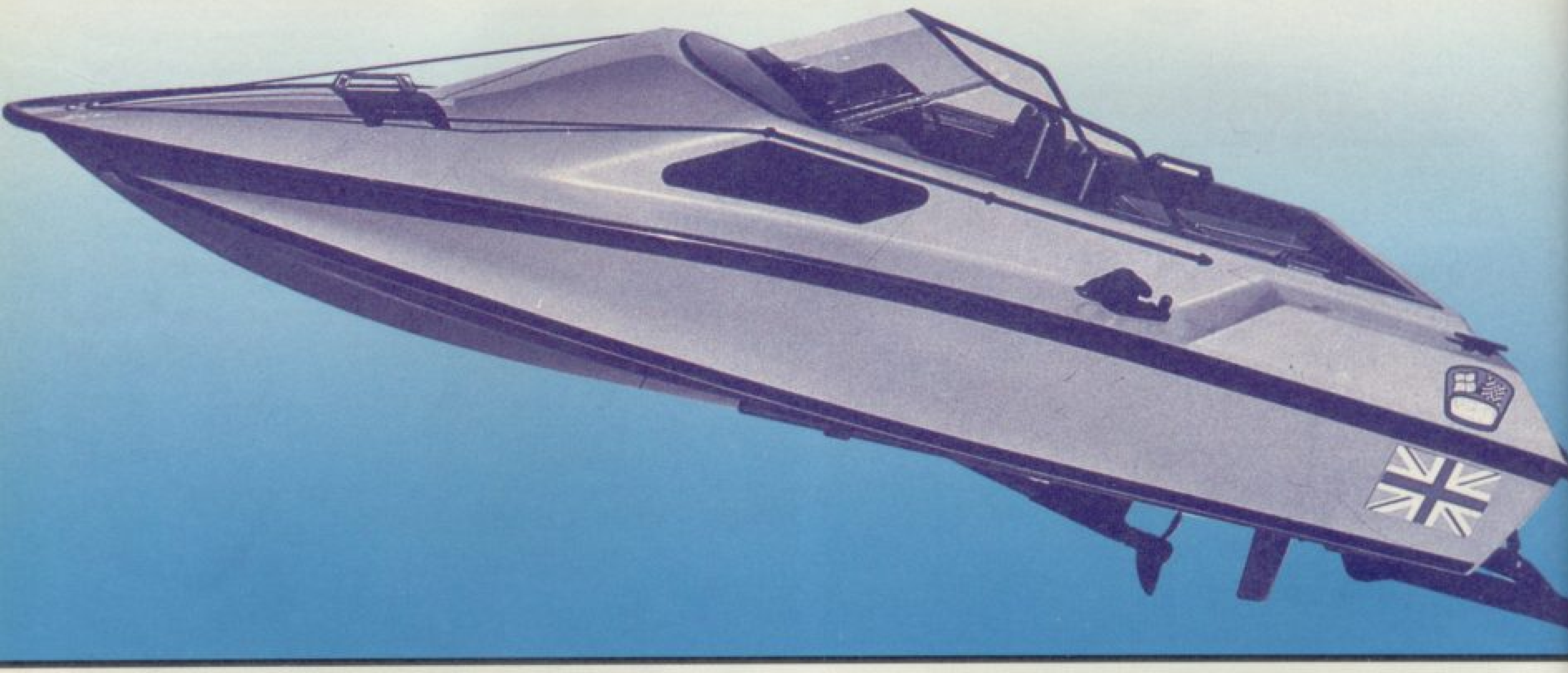
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TELL IT

Send your letters to *'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU*



I have a very small complaint to make. (This is the first complaint and hopefully the last). There is 2 different addresses printed in your mag. It says one in the grey box near the picture and one near the lamp which is right please tell me (I know what I think is right because I wrote it on the envelope), I like all your megatapes. Could there maybe be more budget pokes because most people would go out and buy the game just to see if the poke worked, and more people have budget new releases than full price. On your next megatape could you, please put the Sinclair User theme tune on. (If it has one and could make it maybe 128K +2 Speccy). Could you please, please, also maybe do the top 50 Charts, top 10 re-releases. And also I sent away on the 7th May for **Pacland** (I am a **Pac Man** freak). £6.50 excluding stamp and postal order charge, time etc. And it is now over one month later, and it hasn't come please can you tell me how much longer I have to wait because it does not say in any of your adverts. I'm sure other readers are hoping for the postie with a game. Does it take 28 days like other companies. How do you kill the snake things on your Megagame Special FX.

PS I hope Tamara has a nice cuppa waiting for you.

Ronnie Dowse
Scunthorpe
South Humberside

● ***Yoh! Slow down Ronnie. That's about 18 questions at once. 2 addresses for different things, the guys who do the writin' live in London, the other address is for back issues etc. No to the Megatape, no to the Charts, dunno when Pacland's out (Duggie says soon tho'). Kill the snake by shootin' it in the head loads. Oh, and Blondie says if you'd like to pay a visit to our office one day she'll smash your face in.***

Leave off Tony Dillon! He may well be a small, spotty pathetic wimp, but at least he likes **Def Leppard** and **Iron Maiden.**

John Kirby
Chelmsford

● ***Metallll! (T.D.) Who let that Dillard in here?! (K.B.)***

I wrote to the Managing Director of 'Sinclair Spectrum' computers about 5 weeks ago and he/she hasn't written back yet. I would advise anyone who writes to him/her about cassette leads not to bother waiting for a reply. You won't get one.

Sir, bear, please, could you sort it out, get him/her to send a reply?

Andrew Bellis
Westminster Park
Chester

● ***What're ya talkin' about? If these people are advertisers, call Katherine or one of the ad girlies, they'll make their ears bleed. If they're not, we ain't got the faintest idea what's goin' on. Any ideas anyone? Well keep 'em to yerselves.***

Right you squinty-eyed little flat-nosed gobble-chops! I've found a fault in your supposedly perfect mag, and I'm going to expose it, you dizzy little ignoramus. Page 74, the problem page, top right, the address to be exact, M. TOMLINSON HAS NEVER AND WILL NEVER LIVE IN BELSOVER BECAUSE THE SPELLING IS BOLSOVER YOU COMBAT CRETIN! I, and of course, Mr Tomlinson know this fact because he lives there, and I used to live there. Get it right and I won't feel that it's necessary to send my flea around to have a chunk out of you.

J. Saxton
Droylsden
Manchester

PS The flea says how about coming round for a bit of a nibble anyway?

● ***Chris Jenkins says on behalf of the Bear: Kami never did Geography 'cos he's always changing frontiers himself. It's no excuse for professional incompetence tho' and the Production Editor (who didn't do Geography either as a matter of fact, she was too busy making fairy cakes at the time) has been put in the stocks for a fortnight.***

I like you and your mag. You're a cool dude, like me! Now I don't like the way some people are treating you, the way they insult you. Well, I've been round to see 'em and my M60 doesn't keep quiet. I just love to see the look on their pathetic puny faces as I fill 'em full of lead.

When are they going to make a game of **Full Metal Jacket**? Oh yeah, and SU outclasses all them other borin' mags. I ain't sayin' no names mind.

Kip 'The M60' Madman
Cambridge

● ***M60 my man! You're a star, but Kami can fight his own battles, so put down the gun for a spell, I'll call you if I need ya.***

How do you do it man? Not only do you give us a free tape, but you find the time to answer all those letters too! If I was a Major, I'd give you a medal. I reckon you're doing a great job, but with your courage and muscle, I reckon you should be out there alongside **Rambo** and **Commando,** chasing the Commies. You should be leading them into battle really. Teaching them how to use their bazookas. Not that you need a bazooka, you just use your fists and muscle.

GO FOR IT!

Danno Matto
Driotwich
Worcs

● ***Gee thanx Danno. When d'ya leave Hawaii for Droitwich? And how's your buddy Steve doin' these days?***



INTERNAL MEMO

AT EASE SOLDIER, SOUND OFF!!

Listen carpet, you got some explaining to do, July ish. (The one with yours truly on the front cover saying 'Good Morning' to my new recruits). The Compo for the **19** synth. Question 3. Humungous cock-up! Capital of Vietnam, Nixon City? NO! Peterborough? NO! Saigon? NO!!!!

Since the Commies took over it's HANOI! (Spit, spit). If you don't believe me, ask any good atlas, so no one's gonna get the prize, Teddy Pusbag. I hereby claim the prize, so nernernernerner!! Or you should at least send me a grovelling letter of apology and a set of current top ten games. If you don't I'll have you court martialled for running a magazine with endless comparisons with something that I trod in yesterday!

Sergeant Barnes
Plymouth
Devon

● ***Officially, of course, we cannot recognise a change of capital instigated by a hostile nation. Unofficially, the guy who wrote the competition has been taken out and shot.***

I think your mag is brill, with the competitions, posters, reviews and so on, but what I like best is the Megatapes, they are extra brill with the full price game on the front of the cover. And they also have pokes on them, and, oh, not forgetting the demo too on the other side.

Scott Parry
Barry

PS. Oi, you fat , furry, lazy, *Playschool* reject fan, I gave you a compliment, so I want it printed!

● ***Where's my machete?***

Hey you furry lump of cow pat, what's happened to the **Fred Flintstone** Competition, it's been nearly two months, you could have got up off your hairy bottom and done something about it.

R. Evans
Keighley
West Yorkshire

● ***My hairy bottom! You get your bug eyes open and check out the prize winners a couple issues ago. Then go play on the M4.***

IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Psssst, want some money? Us old incorruptibles at SU have got a crisp ten pound Um . . . cheque just waiting for you as reward for your contribution to a brand new feature called:

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Your magazine is, like, totally awesome,
Reading it drives away pain and boredom.
So, like, all you mortals that possibly can,
Go down the shops and buy one, man.
The SU staff, to whom I bow,
Create this mag I know not how.
But if, like, you don't understand,
We'll drive right over to your house and,
We'll sneer and spit and call you names,
Tip napalm down your shirt,
Your vest will be consumed by flames,
And that will really hurt.
Mr Waldo Dobbs,
Woodbridge,
Suffolk.

Do you wanna know what I think, you great ball of mouldy bum-fluff? I think that you know nuffink. You're a disgrace to bear-land. Your manky mug pops up everywhere in this otherwise brilliant mag and makes me feel sick.

Ain't there a home for senile mounds of dung? If so, get to it, Kami as you're about as interesting as a dead begonia.

I have written this on yukky loo roll (She really did – GT) as you're not worth anything more.

Joanne Domin
Denton
Sussex

● ***Please, please, enough! Your rapier wit has lascerated my soul. I bow to your indubitable intelligence to the point of helping you to play, "Swallow the grenade."***

You are **S**uperb. It is **I**mpossible to better you. Am I being **N**ice? You deserve a **C**lassic yourselves, forget about the software. And how I adore that **L**ovely Kami Bear. You guys have me **A**ddicted. Your pages are **I**rreplaceable. You show no **R**emorse in making other mags appear crap, **U**nbelievable crap. Forgive the cliché but you are **S**upercalifrgilisticexpi alidocious. How would I love to become one of your **E**minent Writers. Without you, every month there would be a Riot in Basingstoke Town.

Sinclair User – I like ya!

David Taylor
Basingstoke

NAME: Harold 'Kamikaze' Bear
RANK: Sergeant
NO: 246790

While dusting out our filing cabinet, we found your file sunshine, and we thought that we'd send your boss Graham some interesting information about you.

You left your son, Harry, to die in 'Nam while you ran away. You slept with a double agent who gave you secrets, and you also shot one of your own side on the battlefield because you didn't have your glasses on at the time. And if you're going to deny that you wear glasses, just take a look at the picture on the Tell it to the Bear page, and see what I mean.

Get out of that one, schmuck!

David Moore (Intelligence)
Rossington

● ***'Intelligence'! Does that mean you're being trained to have some? Youse people ain't worth diddly squat. I ain't gonna bother to defend myself to dorks like you.***



I am sick and tired of people trying to push you around, and I am glad that you're telling them to get stuffed.

In your July issue of SU you have changed your Fax Box, and I think that it is fantastic, brilliant, just like you. If there were more people on the streets like you, the world would be a safer place.

I think that you should be made King of England, or if that's not possible how about Prime Minister?

I really wish that I was as brave and courageous as what you are.

You and your mag are ACE, which stands for All Classic Entertainment.

C. P. Ingram
Crawley
West Sussex

● ***Yoh, what a man! Cheers CP!***



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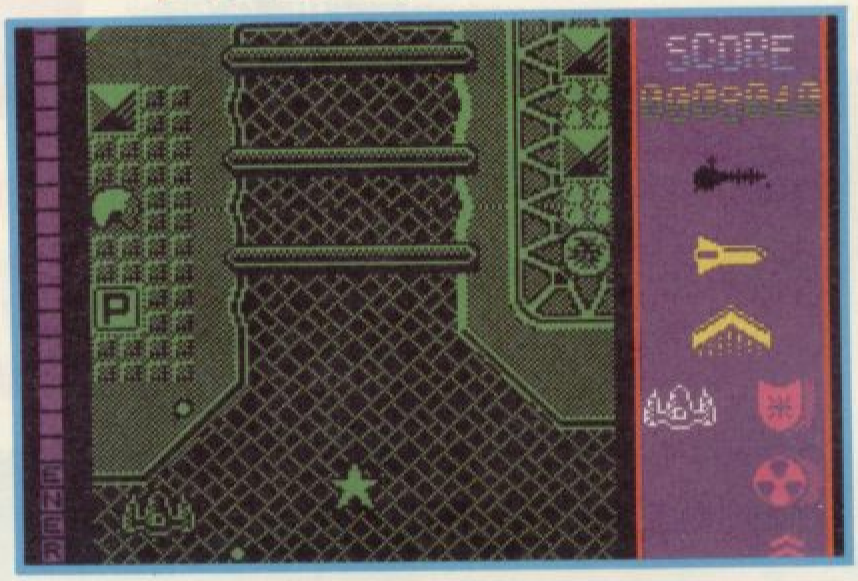
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OCTAN

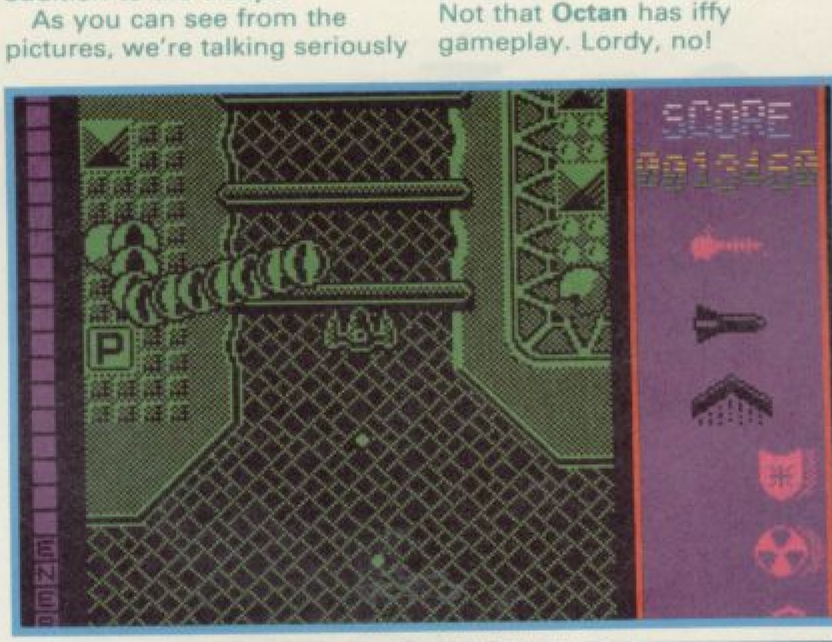


I think there must be an, "Easy to Use Vertical Scrolling Shoot-Out Development System," doing the rounds of the industry at the moment. Well, to tell the truth, ever since **Lightforce** emerged everyone has been cranking out lookalikes. US Gold had **Bedlam,** Softek had **Xecutor** and there were even Budget releases like Zeppelin's **Sabotage** and **Powerama** from Powerhouse.

The last two share an uncomfortably large number of features with **Octan,** Firebird's addition to the troupe.

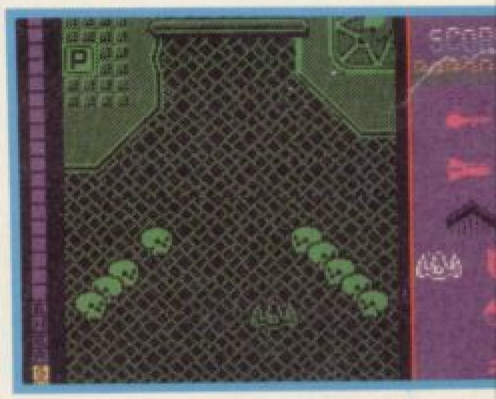
As you can see from the pictures, we're talking seriously attractive graphics here. If they were standing in a bar, you'd buy them a drink (God knows, I wonder about you sometimes – GT). The scrolling floor beneath the base-relief hi-tech alien battlecruiser is remarkably pleasing. Not only does it scroll downward doing fantastic imitations of acres of crazy paving, but when you move from side to side, it all moves sideways with you. Oo-ee-oo! Crazy paving gone crazier!

Still this is all a bit by-the-by, as even a digitised Picasso (who he? – TD) couldn't save a program with iffy gameplay. Not that **Octan** has iffy gameplay. Lordy, no!



When you get going, there's a definite impression that everything is a little sluggish. It's tricky to get out of the way of the aliens and you can only fire one shot at a time. Pretty soon, though, you'll realise that it's just you that is the slowcoach. Everything else is shifting at a fine pace. The immediate problem is to turn your ship from a passive dustbin into a psychotic killing juggernaut.

By bombing the pyramids which litter the alien ship's surface you can make letters





appear. Each letter corresponds to a different feature on your ship, which can then be enhanced. You've got to collect three of each letter before anything interesting happens. You can double your laser-fire, drop more bombs or get some more lives. The big problem is that these pyramids are nearly always situated right in front of a gun installation which will fire upon you as soon as you're in range.

The aliens are marvellous. Although unbelievably nasty, they actually look quite cute. My favourites are the Starfish shaped things which swarm around in, um, swarms, grinning away and bashing into you.

At the end of each level (which is bloody tough to reach, and impossible for me to pass) are two huge fireball spitting baddies – again, nicely defined and thoroughly menacing.

Octan is by no means perfect, the controls sometimes feel a bit plodding, even when you've collected your 'speed-up' icon, but that said, it's a supremely polished game with fab graphics. And for £2.99, you can't really go wrong, can you?■



ARCADE REVIEW

FAX BOX

OCTAN *Label:* ***Silverbird*** *Author:* ***Robert F. Gill***
Price: ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
80	70
70	80
PLAYABILITY	LAST ABILITY

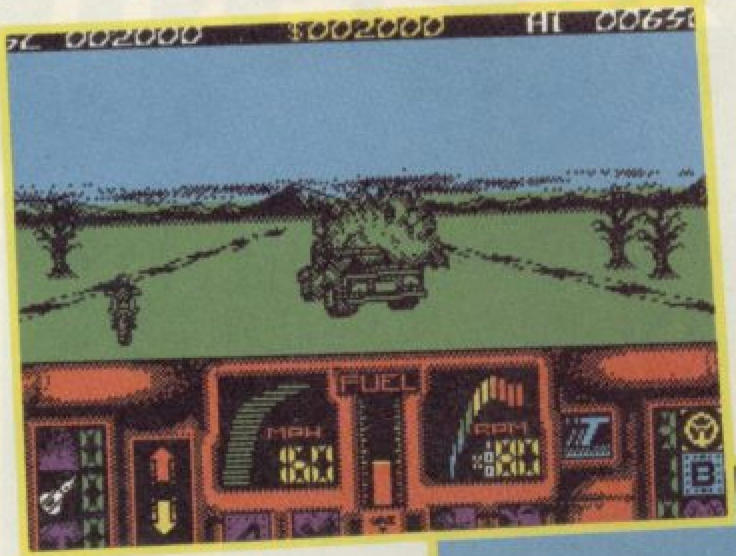
One of the best top-bottom scrolling shoot-outs of the moment

Reviewer: [signature]

OVERALL **75**

10 20 30 40 50 60 70 80 90

OV LAN



I feel a bit like Basil Fawlty trying not to mention the war to the German guests. In reviewing Elite's **Overlander**, it's impossible not to mention US Gold's coin-op conversion **Roadblasters**. Yet at the same time, one hesitates to do so.

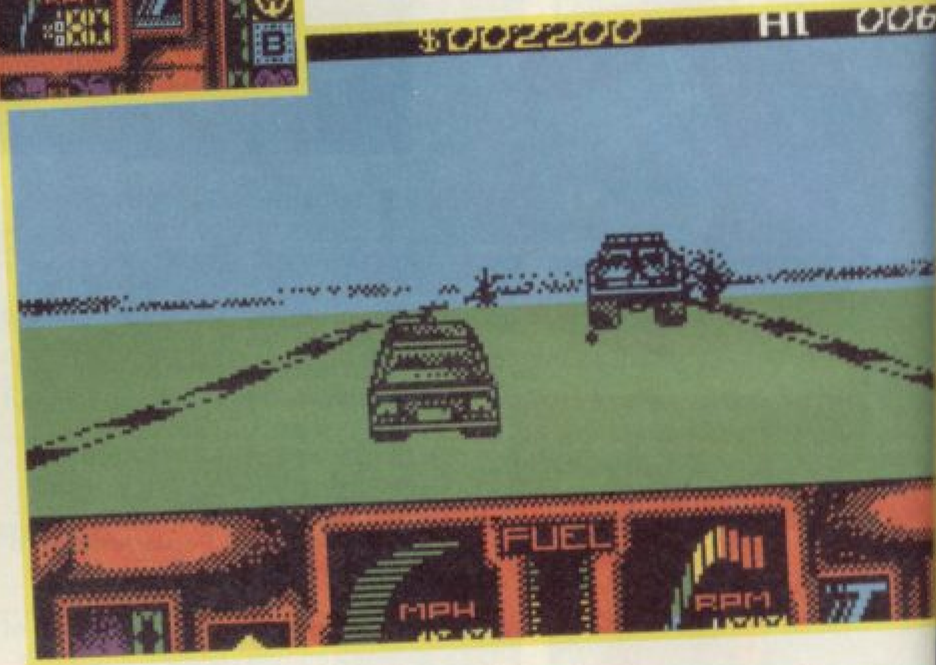
Any old how, **Overlander** is a jolly good racing-and-blasting game which makes up in excitement what it might lack in graphic sophistication. The desert road scrolls nicely, and unlike the scenery in **Roadblasters** (oops, there I go again), it moves up and down rather than just wobbling from side to side.

You can choose to play either a hero Federation agent trying to get secret documents from point A to point B, or a nasty baddie smuggling counterfeit money, although it doesn't make much diff to the game.

Next step is to equip your car with fuel, weapons and

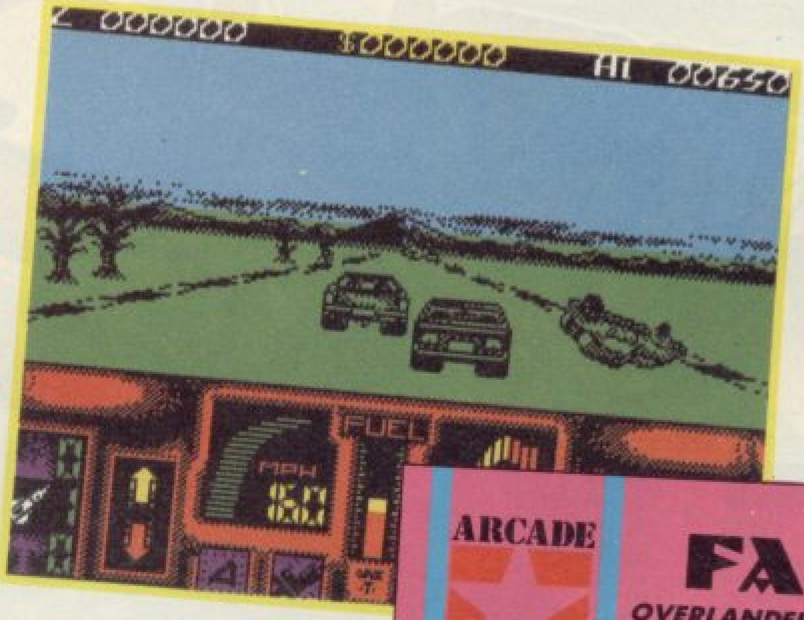
HINTS 'N' TIPS

- Get a full tank of fuel before you set off; you'll need almost all of it to complete the first stage
- Select "Bulletproofing" as one of your options; it's relatively cheap and will save your life in many situations
- When you come to the roadside gun emplacements, weave from side to side to avoid their fire, or slow down and aim carefully to take them out before they come within range
- Beware of motorbikes catching you from behind! Keep an eye on the direction indicator and keep to the side of the road to avoid them
- Try to ram your opponents into wrecked cars for a really satisfying explosion



VER
DER

GAMES REVIEW



accessories. You have a limited amount of money to spend; the aim of the game is simply to finish stages as quickly and violently as possible to earn cash bonuses. Weapons you can choose include bulletproofing, armourplating, missiles, flamethrowers, spiked wheels, turbochargers and smart bombs (pretty costly). You can define the key used to activate each special weapon.

Zoom! Off you go into the desert. Soon you'll be battered by enemy cars trying to force you off the road, fast-moving motorbikes, roadside gun emplacements, and mine-laying trucks. You can force your opponents off the road, blow them to bits, or dodge around them, and to warn you of their presence there's a two-direction indicator to the left of the control display.

Also shown on your control panel are indicators of the currently selected weapon, speed, RPM (which doesn't signify much), and fuel remaining.

Once you've hit top speed things get pretty interesting. Tyres squeal as you fling yourself around corners, explosions blossom as motorbikes smash themselves against your armoured bonnet, mangled wreckage is strewn across the road and bullets and missiles fly as you race for the end of the stage. Altogether more fast-moving and enjoyable than **R**d****ers**, but not as well-designed; the backgrounds are pretty monotonous, and the vehicles look rather boring.

Far be it from me to recommend one game rather than the other. Just give them both a try and see which one revs your engine■

ARCADE REVIEW

FAX BOX

OVERLANDER *Label:* ***Elite*** *Author:* ***Mark Haigh-Hutchinson & Gary Tonge*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
75	89
88	82
PLAYABILITY	LAST ABILITY

Exciting and enjoyable racey-shooty opic not unlike a certain coin-op

Reviewer:

OVERALL 81



Are You Good Enough to TACKLE
STAR BUY
HOTSHOT
There is so much in Hot Shot – you need to be a crackshot, a pinball wizard and an ace controller. Have you got what it takes to beat Hot Shot?
GOLD LABEL AWARD
Screen shots from Atari ST version.
Universally acclaimed as the greatest game this century. Hot Shot has exceeded all expectations, out of hundreds of games only two have qualified for Addictives Gold Label award. These are Football Manager 2 and Hot Shot.
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DIAMOND

They say that diamonds are forever. I can't seen this **Diamond** lasting very long, as far as staying on your computer is concerned that is. It's not that it's particularly bad, it's just that the programmers have put so much effort into game content that they seem to have completely forgotten the most important thing about any computer game. It should be fun.

Diamond puts you in control of Malik and his band of Wardens as they patrol the Luma space station. Apparently, they have to make sure that some prison ships stay shut, as some prisoners have a nasty habit of being freed. By whom? By the Zia of course. Who are the Zia? Stop asking me questions whilst I'm trying to review and I might just be persuaded to tell you. The Wardens are from the planet Zen, so they are called the Zen. There has been a huge war, and a lot of Zians have been arrested and slung on to 5 prison ships, and the Zia have come to try and free them. They do so by blasting big holes into the surface of the ship, and you have to seal these holes while stopping prisoners from escaping and flying off into space.

You have at your command 5 little robotic balls that go by the strange name of Supertronics. Each of these is independent and can be used as a team or individually.

When used as a team, they help each other to seal holes, as well as getting each other out of tight spots such as dead ends. Each has 4 modes in which they can work.

They are:

1 Hibar Mode. Involves the closing of all outside plates, thereby creating a shield to protect against enemy bullets or kamikaze prisoners. (Grrr! – KB).

2 Solar Mode. Opens a few of the plates to reveal solar panels, used to replenish energy. Handy when the Supertronic isn't in use.

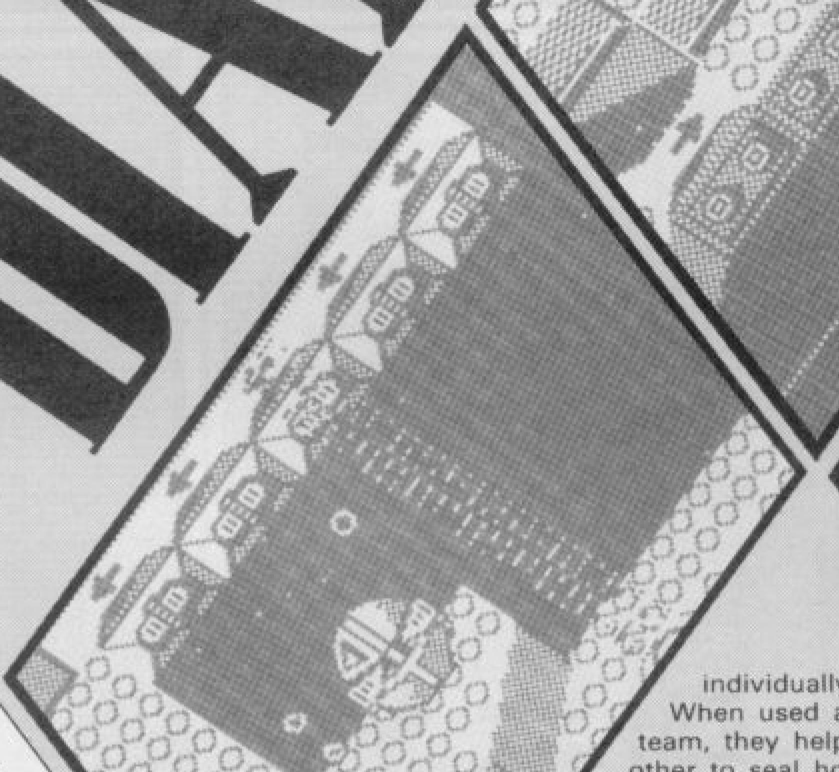
3 Killar Mode. (Yes, that is how you spell it). This is the mode in which you do all the destruction. Armed to the teeth with bullets and, er some more bullets, you can release a Dan-Dan) Inertia Field Module which makes you invulnerable for a short while.

4 Rovar Mode. This is the one that does all the work. In this mode you can land on the prison ships, seal holes and capture prisoners, as well as being able to squeeze off a shot or two.

The game is displayed in semi-3-D-ness, with the current activated Supertronic central on screen and the ships displayed in glorious 8-way-o-scroll. The entire game is monochrome and, unfortunately, the graphics aren't the best I've seen. They tend to be a little unclear in places and it's quite hard to differentiate between some objects. Sound is confined to blips and blops, no tunes sad to say. It's also very difficult to get your pod to go the way you want it to.

After **Yeti**, it is more than a let-down from Destiny■







ARCADE REVIEW

FAX BOX

DIAMOND *Label:* ***Destiny*** *Author:* ***J. Bigelow and P. R. Casanova*** *Price:* ***£7.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
52	34
24	30
PLAYABILITY	LAST ABILITY

Unplayable multi-scroller with low amount of attraction.

Reviewer: Tony Dillon

OVERALL **48**

10 20 30 40 50 60 70 80 90





TRUE STORIES

BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS **PRICE: £8.70**

USG TIES UP SEGA'S RUMBLING CHOPPER

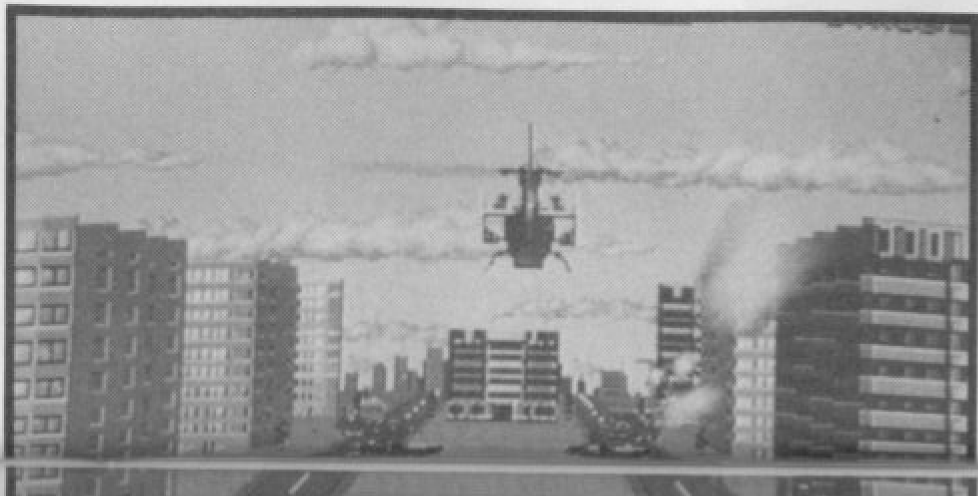
by our innuendo-ridden correspondent

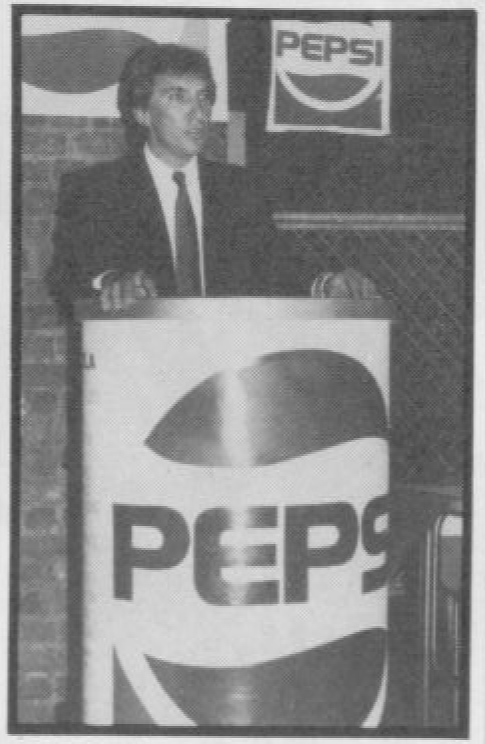
At the press launch of US Gold's promotional tie-up with Pepsi, the games giants also annouced a major coin-op licence.

Sega's **Thunderblade,** one of the most impressive coin-ops of the year, is due for launch on all formats for the Christmas market. It's a rip-snorting attack helicopter simulator, released as a follow-up to the revolutionary fighter sim **Afterburner.**

On its launch earlier this year, the coin-op created a good deal of interest, both because of its high-quality graphics and unusual movement sys-

expensive hydraulics, the sit-in cockpit





USG AND PEPSI

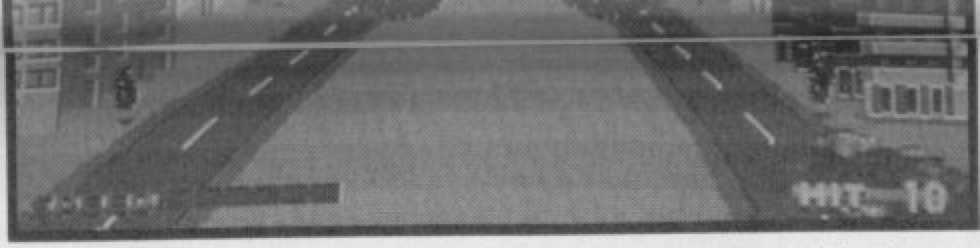
The Kamikaze Bear Headlines

Heads up. It's th' bear.

Ah'm depressed. Ahm reel down. D'ya know why? It's Michael Jackson. He depresses the bear somethin' rotten. It's not just that ah can't stand his squawky voice and his goirlie cheekbones. It's just that yuh can't escape from him! Ah go to th' US Gold/Pepsi shindig. What do ah have to sit through first? Michael Jackson videos. Dozens of 'em. I open the paper. What do ah see? Michael Jackson healin' sick children with layin' on his hands. Ah go to th'

graphics and unusual movement system. Rather than being powered by expensive hydraulics, the sit-in cockpit is moved by a lever system connected to the joystick control. In this way you get all the reaction of a hydraulic cabinet, without the enormous cost.

Thunderblade offers you an out-of-cockpit view from a heavily-armed attack helicopter. The parallax-scrolling backgrounds include cities, ships, canyons, deserts, factories and night scenes, through which you pilot your helicopter in a low-level assault. While avoiding the obstacles, you must also fight off tanks, jets, helicopters and anti-aircraft missiles using a variety of weapons.



The Spectrum version is to be programmed by Tiertex, who are currently working on the coin-op conversion **1943**. Previous Tiertex titles include **Rolling Thunder, Streetfighter** and **720°**, so they have an excellent track record in coin-op conversions.

Thunderblade will feature as the Pepsi Challenge Game of the Year at the finals of the game-playing contest to be held at the Personal Computer Show in September. It's not certain, though, whether the Spectrum version will be finished at that time, and it's more likely that the Atari ST version will be used in the play-offs.

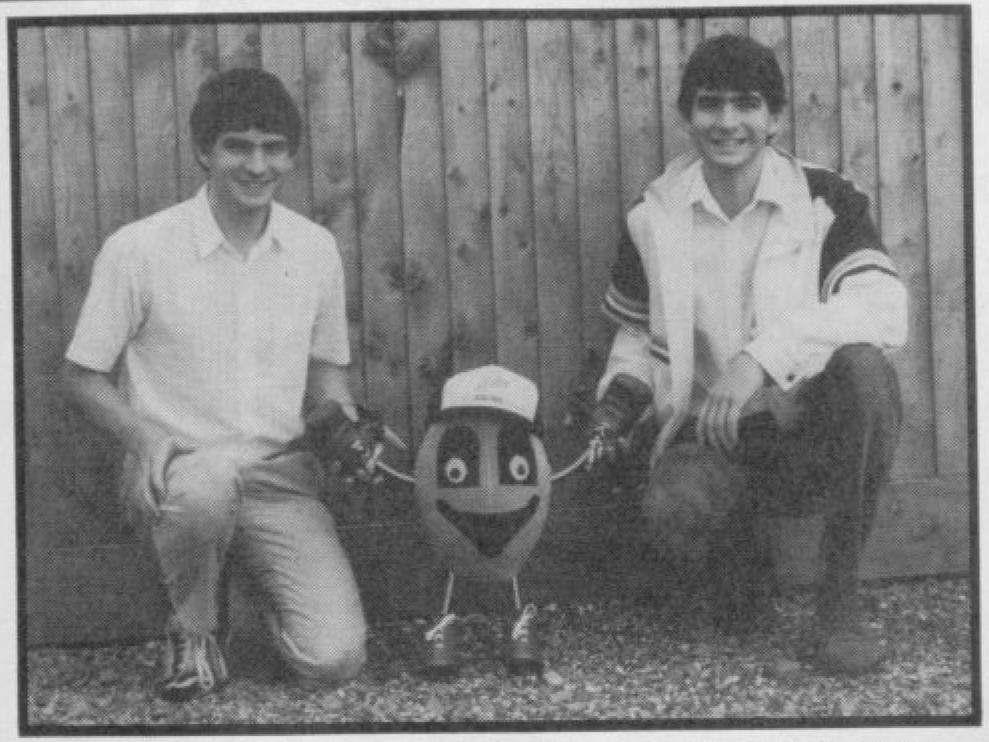
MAXWELL'S HOUSE IN FACELIFT SHOCK

by our coffee-morning correspondent

News again this month of yet another new label. It seems that you're not a proper software house these days unless you've got a whole bagful of 'em.

This time it's Mirrorsoft's turn. Well, you didn't epect Cap'n Bob to be left behind in the credibility stakes, did you? Mirrorsoft have launched a new label by the interesting title of Image-Works, and probably the first game that you're going to see from Image-Works is this month's cover game, **Foxx Fights Back!!**

The people at Mirrorsoft are promising us all sorts of exciting things from this new label, including a special new 3-D graphics development and the odd coin-op licence or two. Watch out for news of the conversion of **Blasteroids** in particular.



CODEMASTER'S DIZZY IN KIDNAP TORTURE RIDDLE

by our beastly correspondent

This month's ridiculous promotional photo comes, not surprisingly, from Code Masters. Here we see the Oliver Twins with their cuddly friend, the monstrous Dizzy.

Code Masters also sent us a press release bemoaning the fate of **Dizzy,** saying that a certain nasty (unnamed) computer magazine had horribly tortured and mutilated him. How ghastly! we all cried. Boo, hiss, foul play!

Of course, whilst we're terribly sorry that **Dizzy** isn't feeling very well at the moment, we would like to point out to Code Masters that we'll untie the little beggar when they stop sending us ridiculous promotional pictures. OK?

IN GASSY GAMES CHALLENGE

by our soft drink correspondent

It's a world first. US Gold, the UK's biggest games software outfit and Pepsi, one of the world's largest corporations full stop, have got together to arrange a number of joint promotions tying together the soft drinks and computer games industries.

Launched at a star-studded (ahem) bash at London's trendy Cafe Satellite, the **Pepsi/US Gold Computer Challenge** starts in August and really takes off at the Personal Computer Show in September. The first promotion is the **Pepsi Challenge,** taking place in the run-up to Christmas. A range of US Gold games will contain a voucher marked with a high-score. Reach this score and you qualify for the Pepsi Challenge Prize Draw. The first Pepsi Challenge game is **Mad Mix,** an arcade adventure featuring ghouls and demons.

Another result of the tie-up is the Taste of America compilation. Four successful titles – **World Class Leaderboard, Solomon's Key, Side Arms** and **Supercycle** – will sell at £12.99. But, if you buy a Pepsi six-pack, you can get the **Taste of America** compilation for £4.99.

Things really get going at the Personal Computer Show at Earl's Court in September. Answering a few simple questions about US Gold will win you entrance to the Challenge. The Pepsi-sponsored giant Videowall will display the play-offs, the finale of an eight-event roadshow run in conjunction with the National Association of Boys Clubs. The game played in the final will be the **Thunderblade,** US Gold's latest coin-op licence (of which more elsewhere on this page).

Details of the prizes you can win in the Pepsi Challenge aren't yet available, but you can bet that there'll be a lot of Pepsi T-Shirts involved.

British Music Fair (t' check out th' new axes). What do ah see? Ginormous placards advertisin' the mutilated one's gigs next door. Sheesh. Anyone would think the guy was the Second Comin', instead of some nutta with a llama.

Ah got a bit more time for that Daley Thomson. There's a guy who knows what's what; chuck the javelin, vault the pole, shoot that gun. Mind you, this business with the fizzy pop bothers me. Maself, ah believe in a gallon of root beer an' three super-giant hamburgers before a decathlon; it sure gives you plenty of lift in the pole-vaultin'.

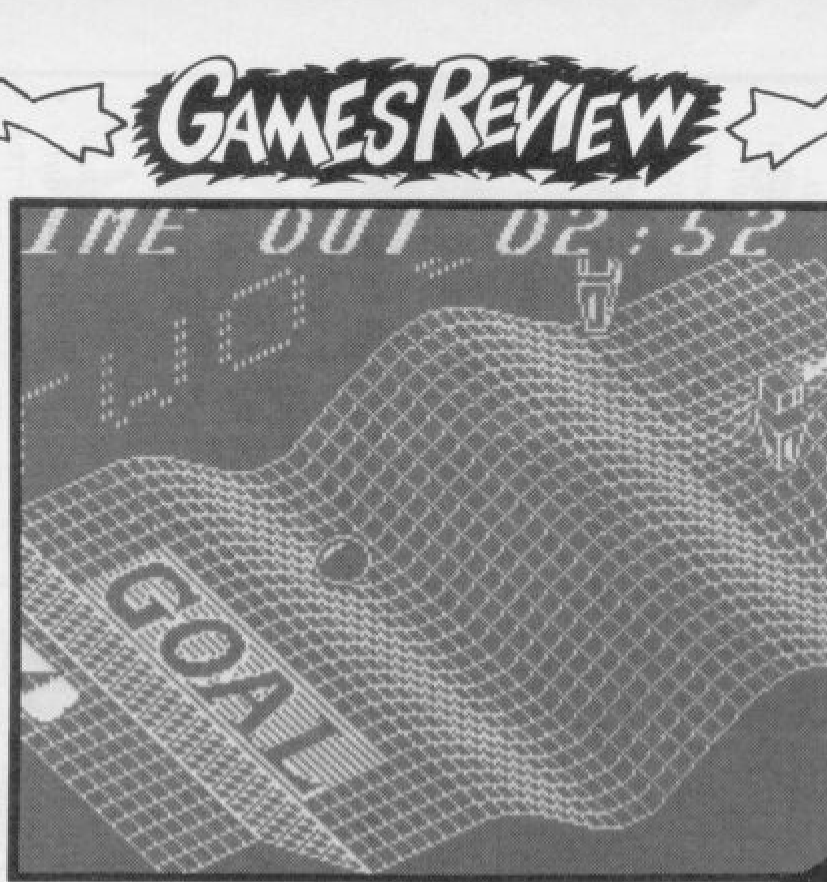
If there's another thing ah can't stand, it's girlie bickerin'. Now, the way ah see it, US Gold's got ***Roadblasters,*** *an' Elite's got* ***Overlander.*** *US Gold reckon Elite ripped off their idea. Elite reckon US Gold libelled them. Now ah'm just an uneddicated bear, an' ah don't presoom to judge th' rights an' wrongs of the case, but if they were reel men, they'd be sluggin' it out with spiked knuckle-dusters rather than lettin' the law-men get their grubby paws on the case. Ah always reckon' God favours the guy with the biggest machne gun.*

Ah'm off fer ma holiday now. No worries for the Bear about bein' stuck at Heathrow Airport fer three days.

If ya see a plane ya like – take it. Point yer nose towards the sun, open all the windows an' jet off towards them sandy beaches wid ya stereo on full blast.

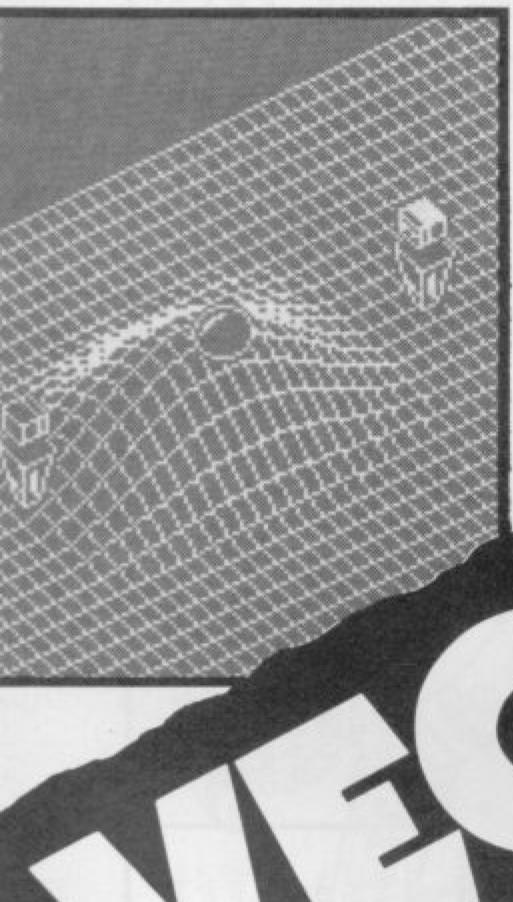
I'll be back next month, an' I'll tell ya all about what ah like doin' to foreign men on topless beaches.

VECTORBALL



There's a definite danger of becoming horribly complacent in this zany old pot pourri of visual experience that is games reviewing (Wah? – GT). There are times when you feel rather blasé about gameplay and graphics. So it's probably just as well that every so often a game like **Vectorball** pops up behind you and delivers a swift kick to the thought-process.

We've had the wire frame graphics before, and we've had the rolling-ball business, but I can't remember seeing them combined like this. **Vectorball** has elements of both **Marble Madness** and **Match Day II.**



Confused? You should be. Let Uncle Jim explain. **Vectorball** is some kind of futuristic sport in which the opponents (yourself against either a friend or the computer) try to propel a ball into the other player's goal. Easy so far. Well, the tricky bit is yet to come. Not only are the players virtually impossible to control with any degree of accuracy, but you play on a horribly difficult landscape. There are huge hills and dips and ridges which affect the path of the ball and the players.

From the menu screen you decide which sort of landscape you want to try; ditches and hills, ridges, valleys or an horrific concoction of the lot.

You guide your character in two ways; by directional use of the joystick to simply cover ground; and by rotating both clockwise and anticlockwise and kicking the ball when you are 'in possession'. You determine the strength of the shot by the length of time you hold down the *Fire* button. As a visual indication, the head of player gets higher and higher the harder you're going to hit the ball. The problem with this mode of control is that as soon as you've got the ball, you can't move anywhere – it works like netball. So, the best strategy is to wait until the ball is in the vicinity of the opponent's goal before taking possession.

Now, controlling the players is difficult enough, playing against the computer is a completely lost cause – but when you're faced with the added difficulties of a wildly undulating pitch, it all becomes a little too difficult to bear. It's also possible to run off the screen, so you don't have the foggiest idea which way you're facing, heading or kicking.

Vectorball is littered with stacks of really nice touches, graphically it's got the feel of something very classy, with the score being projected on to an imaginary scoreboard at the side of the playfield. But really, I don't know whether it's just me, I just found it too difficult. Whilst there is a huge degree of satisfaction to be had by finally mastering the control of the robot-player, you seem to spend so long watching the computer score goal after goal, you tend to get a little bit demoralised. Still, it's got the highest novelty value – if you can have such a thing – of anything I've seen in a while■

FAX BOX

ARCADE REVIEW

VECTORBALL Label: **Mastertronic** Author: **Binary Design** Price: **£2.99** Memory: **48K/128K** Joystick: **various**

Original, inventive and slickly programmed but hard to play

Reviewer: Jim Douglas

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
70	N/A	70	80	75





AVAILABLE NOW FOR YOUR ATARI ST & AMSTRAD PC
FAR AWAY IN A LAND WHERE TIME STOOD STILL ...
... A SUDDEN ROCK-FALL THREATENS TO KILL OUR HERO
COME AND SEE US THIS YEAR AT
THE PERSONAL COMPUTER SHOW
EARL'S COURT
ARGHH!!
WHERE TIME STOOD STILL
GAS
SPECTRUM 128
CASS £7.95 DISK
IBM/AMSTRAD PC + COMPATIBLES £19.95
ATARI ST £19.95
RRRRRRRRR!
GOOD LORD!
DANGER LOOMS EVERYWHERE!!
OH NO!! CANNIBALS
ocean

Roadblasters



Frustrated drivers can now buy a little black box called *The Avenger*. It sticks to the dashboard of your car, and has three buttons. If you're overtaken by some yuppie in a Porsche, can stab at a button to activate three sci-fi sound effects – lasers, grenades and death rays. Well **Roadblasters** gives you the same sort of perverse enjoyment, only this time the cars definitely aren't stationary.

Roadblasters is a long overdue type of game; a car race which allows you to blast your opponents to atoms rather than going through the boring business of overtaking them.

There isn't a tremendous amount of challenge in **Roadblasters**; it's very difficult to spin off the road, and it's very difficult to miss your targets. In fact I got through to level 10 without having to pay much attention. However, there are 50 levels to complete. The main problem is that unless you pick up a Nitro-Injector to increase your speed, things don't get very fast.

Oh yes. These extra weapons. Well, rather than running into them, you have to catch them as they fall from a passing flying machine. They land on your roof and squat menacingly, and can be activated by pulling back on the joystick. Extra weapons include cruise missiles, which act as a sort of smart bomb, UZ cannon which fire faster than your ordinary everyday bonnet-mounted machine-gun; and electro shields which protect you from enemy missiles, collisions, mines and road

ARCADE REVIEW

FAX BOX

ROADBLASTERS *Label:* ***US Gold*** *Author:* ***DJL Software*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Nice-looking coin-op conversion with a bit of racing and shooting

Reviewer: [signature]

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
88	89	79	76	81

VAMPIRE



As far as I can tell by wading through the solid block of text I have in front of me, vainly attempting to be the plot to **Vampire's Empire,** you have to invade the lair of the Vampires and try to kill them all with garlic and all the other usual tricks.

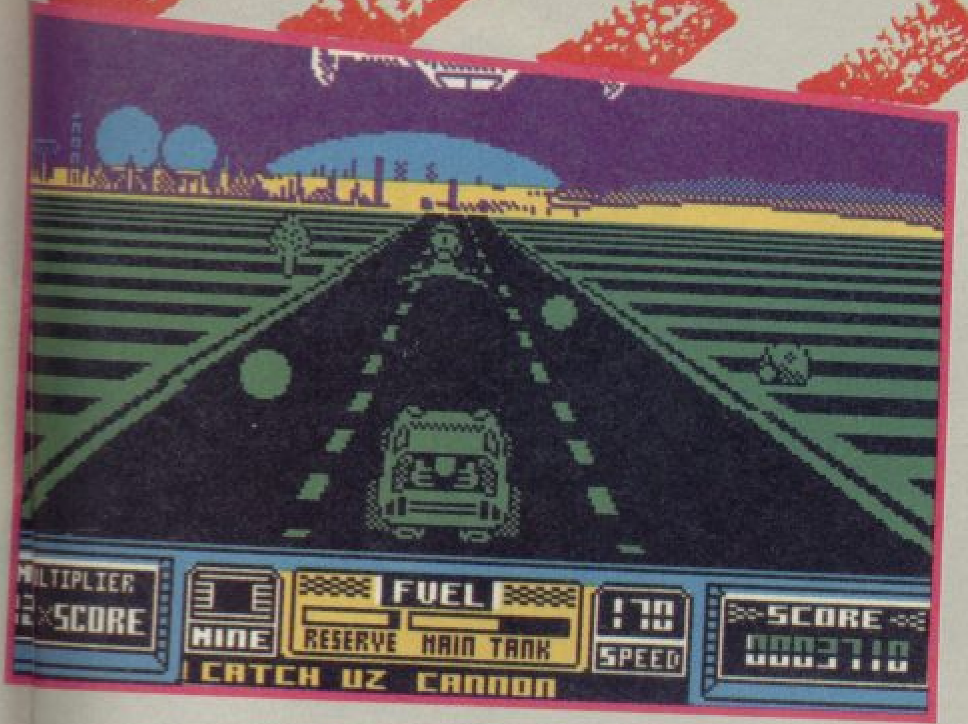
The game is made up of a large number of interconnecting screens, each one full of platforms, ladders, traps, all the usual boring stuff. Usual up, down, left and right commands move your frantic little vampire hunter around the caverns.

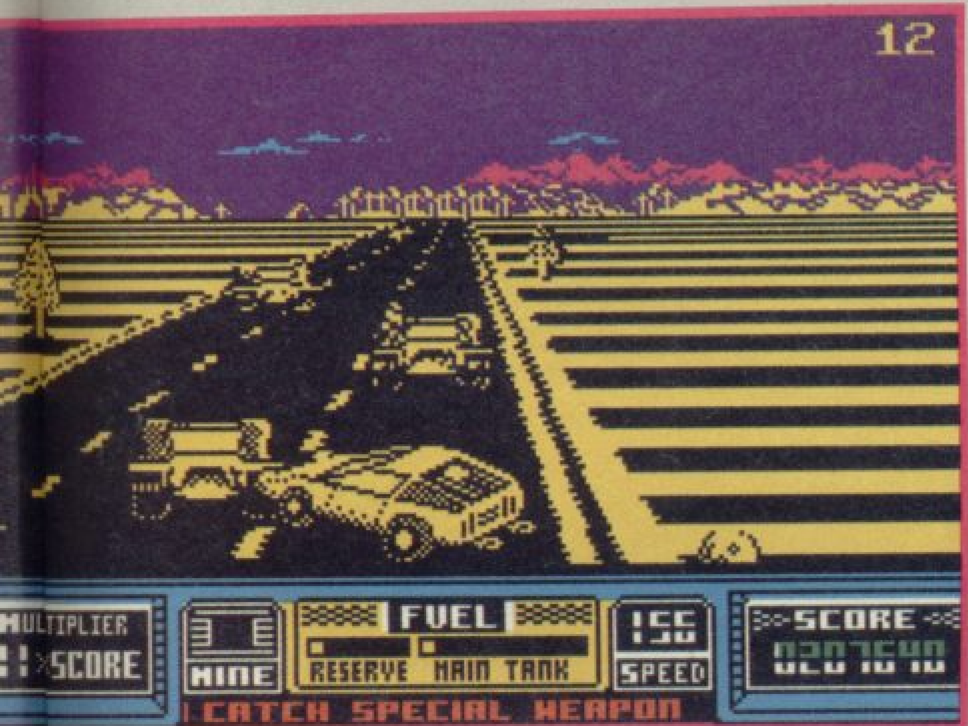
Lots of things bar your way, as normal. Bats flutter around (flap flap) and make you lose a bit of energy every time they touch you. Little doggies race around your legs (woof woof) and need to be kicked away violently, in much the same way as **Garfield**. Coffins line the floors, and if touched, they release whatever they have inside them, which is either a large robot, who chases you all over the shop (beep beep), or a naked woman who tries to trap you with her, er, charms (snurk, snurk) and most of the time you find yourself sliding towards her, even when you don't want to.

Some screens can only be reached by falling through a trap, a trapdoor will swing open, dropping you to whatever is below.

The actual vampires are quite harmless, but almost impossible to kill. The only way to do this is by hitting them with a ray of light. The problem is getting the ray of light to them. It starts as a line of dots bouncing between four mirrors on the first screen. Using your

1. *GARLIC CLOVES: When thrown, these stop any approaching monsters from coming any closer*
2. *MIRRORS: You start with four mirrors, used to bend the light rays*
3. *CRYSTAL BALL: With this you can catch the light rays, and send them out in a different direction*





spikes. All these special weapons last for a limited amount of time, shown on a diminishing bar.

So you have your weapons, and you're zooming along the scrolling road looking for trouble. It won't take you long to find it. Enemies include sleek, fast Stinger sports cars; heavily armoured Command Cars; fast-moving road rats; evasive motorbikes, and roadside gun emplacements. All of these will try to blow you off the road, and in addition you have to avoid mines, spikes, and puddles of toxic goo which make you spin dizzyingly.

You can veer to one side – rather too far to one side to be realistic – to take out tricky opponents. You can also pick up fuel globes left by destroyed enemies, or appearing in clusters along the road. That's it really; at the end of each stage you get a bonus depending on the number of enemies destroyed, time taken and fuel globes collected.

Roadblasters isn't a terrific racing game, and it isn't a terrific shoot-'em-up. The explosions are very poor, and though sound and music are excellent, you don't really get any feeling of nail-biting excitment. However, there's something very smooth and polished about the whole production, and I'd be telling porky pies if I said I didn't enjoy it at all. Give it a spin and see whether it brings out the roadblaster in you■

HINTS AND TIPS

- *There are three skill levels with different sets of backgrounds; bubble city, jungle and desert. Just skip the first one if you find the going a bit easy*
- *Don't waste shots; accurate shooting gains you a points multiplier which can send your score through the roof*
- *Don't waste time shooting at command cars with your standard machine gun; wait until you have a UZ Cannon*
- *If you hit a patch of toxic waste and go into a spin, keep firing; you can hit targets behind you!*
- *Save up your cruise missiles for sticky spots; you only get three*
- *Slow down to pick up fuel, there are long stretches without any*
- *On the first few levels, if you hear a mine alarm, just stick to the middle of the road and you'll avoid them. On later levels, the mines are strewn across the road and you'll have to slow down to negotiate them*

RE'S EMPIRE



magic weapons (see box) you have to direct, catch and carry this beam of light around the screens, with the ultimate aim of bouncing it off all the vampires. This is impossible. I know, I've tried. The ray has a habit of going exactly where you don't want it to go. I can just about keep it under control for 4 screens.

The graphics are well defined, with a very cartoony aspect about them, but they do tend to be a little unclear in places. Animation is fine, though a little on the quick side, making everything looks very jerky. This unfortunately has the habit of spoiling the overall effect of the graphics. Colour has been used simply, but there's still a lot of colour clash.

Sound is nothing special, as usual. Just a blip and a blop here and there. Not the worst sound I've heard on the Spectrum, but I have heard a lot better.

Vampire's Empire is a game that **could** have been very good. As it is, unfortunately, it's not. The cartoony graphics and the somewhat original idea may exact a certain amount of interest, there's nothing really there to hold the attention■

ARCADE REVIEW

FAX BOX

VAMPIRE'S EMPIRE *Label:* ***Gremlin Graphics*** *Author:* ***Magic Bytes*** *Price:* ***£7.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
83	52
75	47
PLAYABILITY	LAST ABILITY

Cute idea and great graphics but it doesn't hang together

Reviewer: Tony Dillon

OVERALL **58**

10 20 30 40 50 60 70 80 90

The Worst Game In The World!

YES, WE WANT YOU TO WRITE A GAME THAT DEFIES DESCRIPTION AND MOST DESERVES THE TITLE 'EVEN WORSE THAN **EASTENDERS'** WILL BE PLACED AS A HORRIBLE EXTRA BONUS ON THE NEXT AVAILABLE MEGATAPE AND WE WILL PAY YOU £50 FOR YOUR EFFORTS (OR LACK OF THEM)!

WHAT MAKES A REALLY BAD GAME?

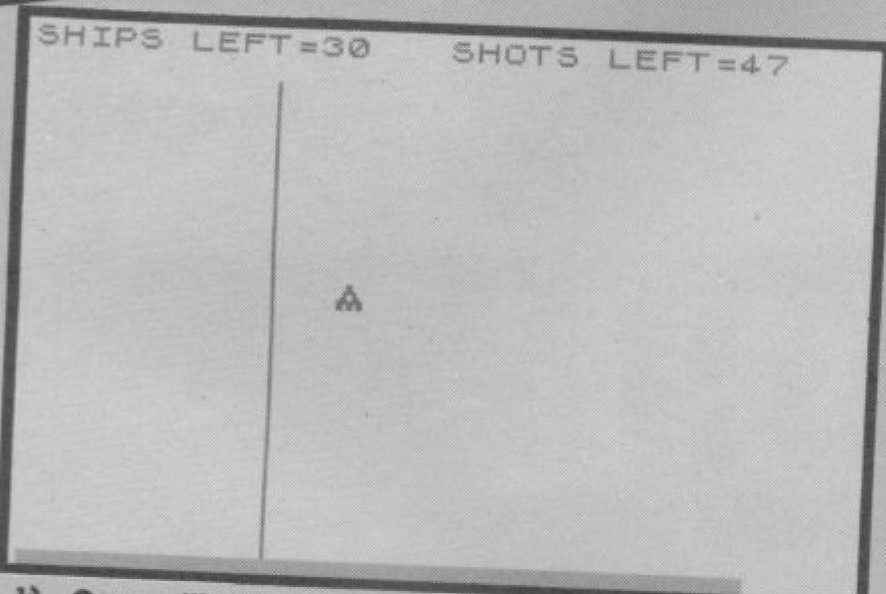
- Written in Basic (usually)
- You have to type ENTER all the time
- All the characters look like stick insects
- Deadly Boulders are letter 'O's
- It plays the death march when you die
- Attribute clash if possible (sometimes difficult in Basic)
- Aspires to gradiose ideas but fails (e.g. deadly firemonster looks like small green stain)
- Bleeps everytime you move
- Can be beaten on first attempt
- Forest consists of black background with green sticks randomly placed on screen
- River is solid wall of blue squares
- Movement as jerky as possible.

On this month's Megatape, SU's own Tony Dillon has attempted to write the worst game he can. It's pretty bad. (See the Megatape page for more details) WE'RE SURE THAT YOU CAN DO WORSE!

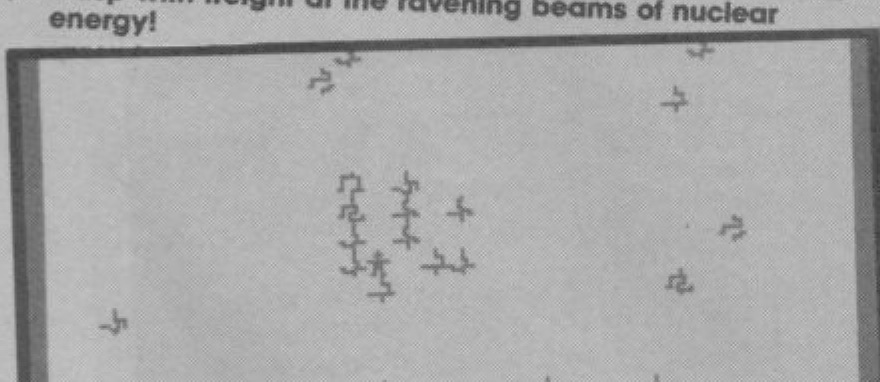
REMEMBER IT'S NOT ENOUGH TO BE JUST BAD – TRULY BAD GAMES ASPIRE TO GREATNESS, AND FAIL!

Remember,
Go for big themes eg

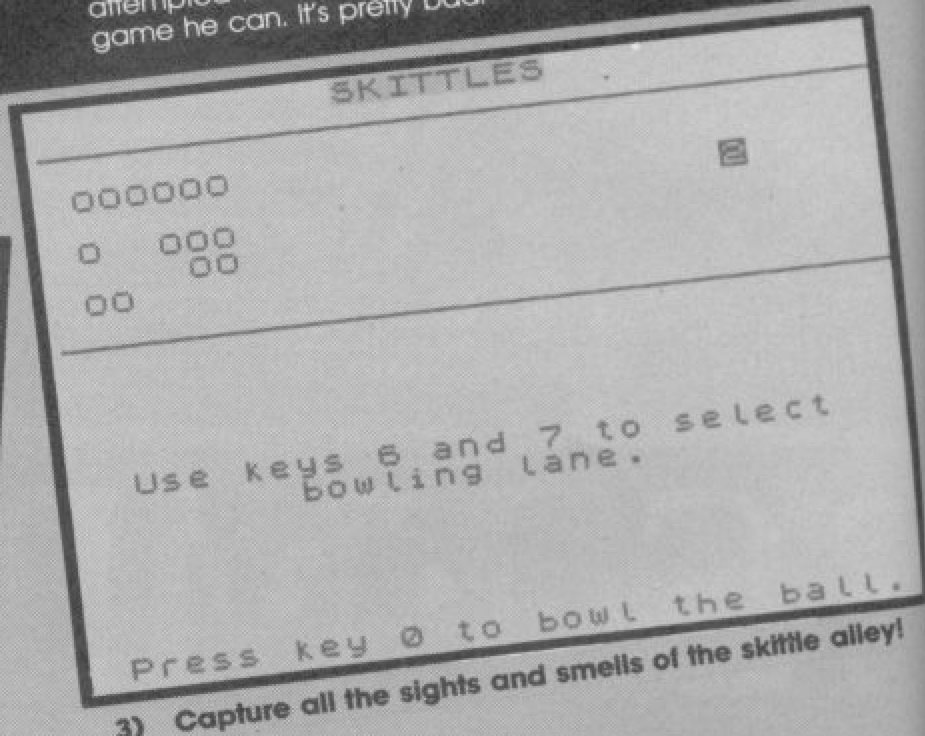
WAR OF THE WORLDS
SECOND WORLD WAR
NUCLEAR DESTRUCTION
RAMBO



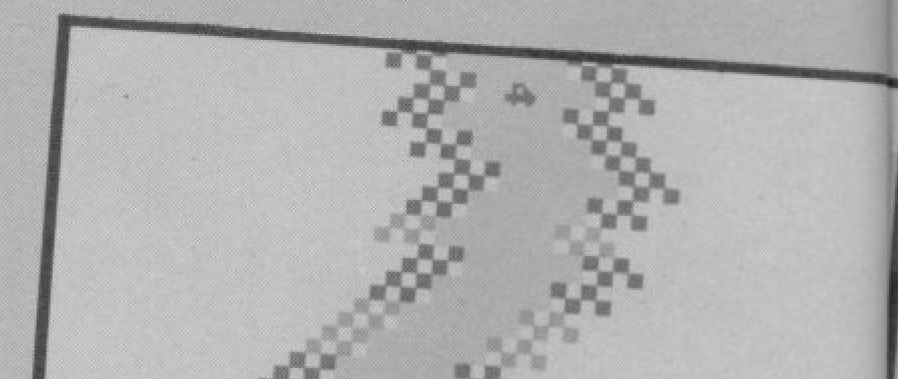
1) Gasp with freight at the ravening beams of nuclear energy!



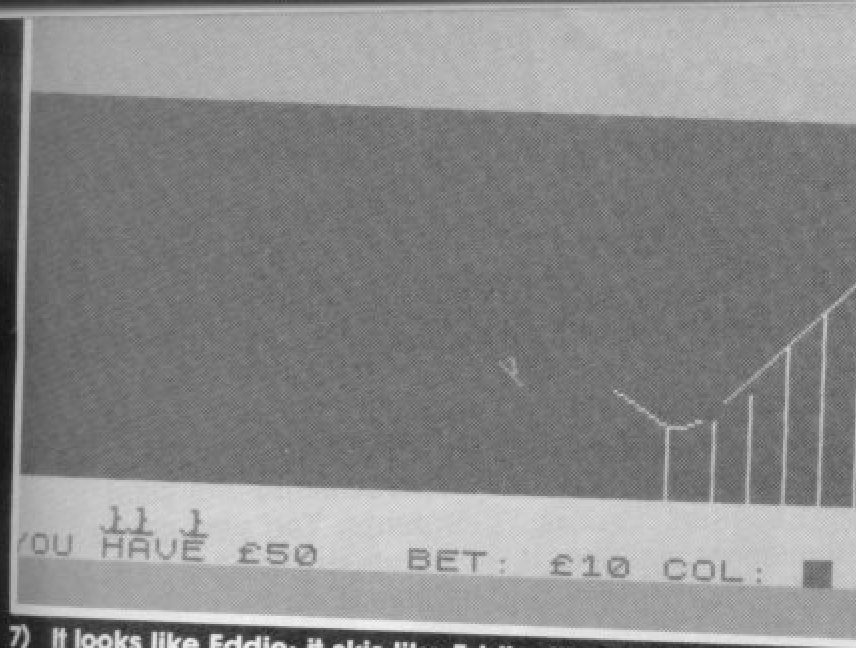
2) Negotiate the baffling maze of the master computer!



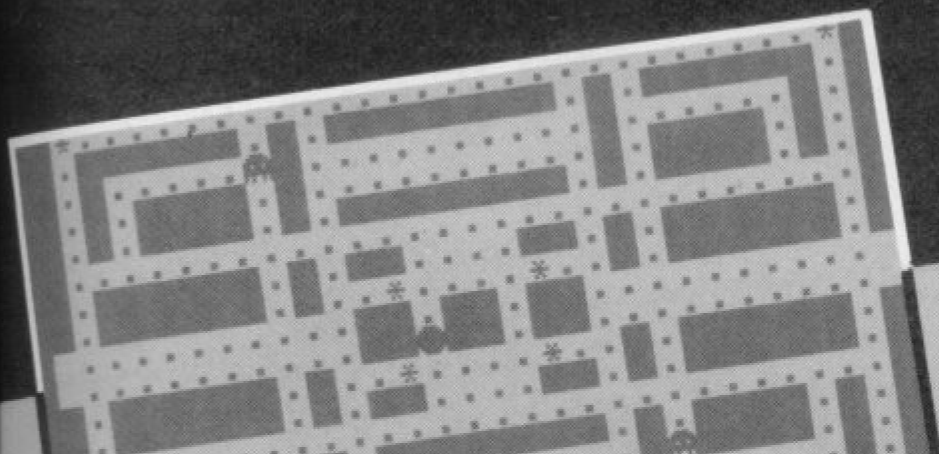
3) Capture all the sights and smells of the skittle alley!



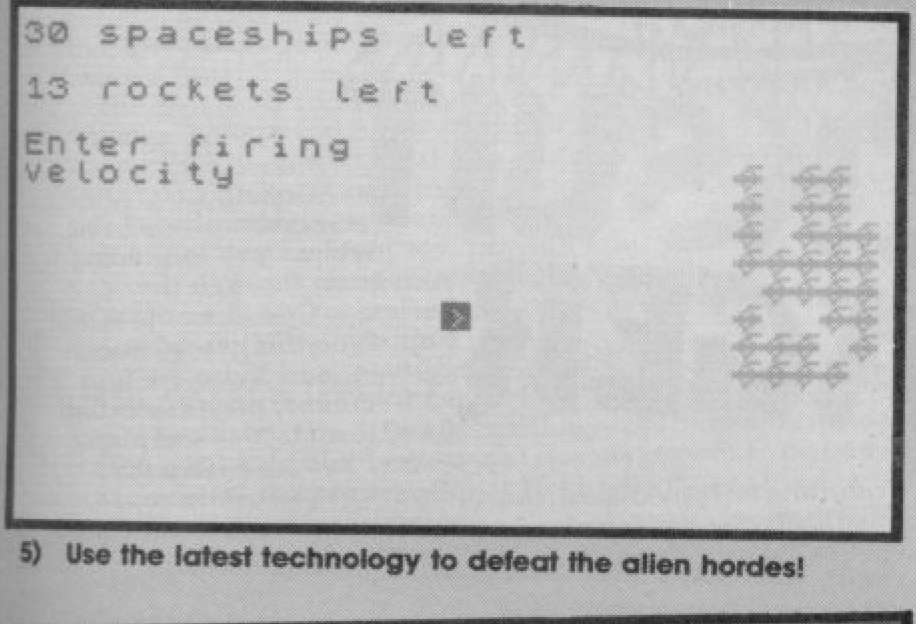
4) Race with death itself on a deadly mountain road!



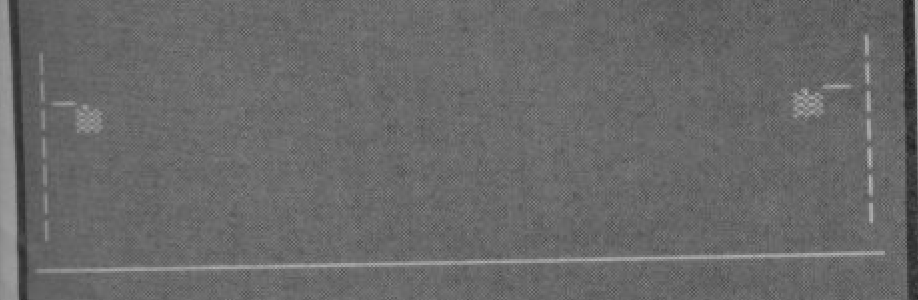
7) It looks like Eddie; it skis like Eddie; it's crap like Eddie!



8) Cower in terror as the nasty gobble monster chases you!



5) Use the latest technology to defeat the alien hordes!



6) Harlem Globetrotters, eat your hearts out!

THINK YOU COULD DO WORSE???

Have you ever wished you could write a really fantastic game, which sets new standards in artificial intelligence, animated 3-D graphics, sampled sound and sophisticated gameplay? You have? Get lost, then.

What we're looking for is the exact opposite. Don't you long for the days when companies could get away with sticking 50 terrible games written in Basic on one tape? Ah, the flickery movement, the dreadful sound effects, the tiny character-square sprites! The endless variations of PacMan, Missile Command, Frogger, Downhill Skiing, Breakout, Lunar Lander **and** Jump the Barrel!

In this mad exercise in nostalgia, what we're after are the world's worst Spectrum Basic games, something you wrote yourself and were too ashamed to admit to. If you don't have anything stored away from your early experiments with Spectrum Basic, get programming! It should only take a few hours to come up with something really dreadful!

And we're not just looking for dreadful programming, oh no. We want to see dreadful ideas too. How about these for a few titles:

- Mister Blobby Goes Down the Newagents – **Guide your hero down the High Street, avoiding the dog poo and winos until he gets to WH Smith's!**
- Eddie Edward's Ski Simulator – **Slide down the ramp and fall off the end. The winner is the one who can jump the shortest distance.**
- Eastenders – The Arcade Game – **Whoops! That one's been done!**
- Airport! – **Move back and forth between cafe and toilets at Heathrow until your delayed flight is called, then dash for the boarding gate before the plane goes without you!**
- Blob! – **Guide your blob past the other blobs towards the blob but watch out for the blob!**

But we're sure you can do worse than that. The most awful entries we see will get fabulous prizes including:

- **YOUR AWFUL GAME INCLUDED ON A FUTURE SINCLAIR USER MEGATAPE!**
- **PAYMENT AT OUR NORMAL REASONABLE (IE LOW) RATES!**
- **A PROFILE OF YOUR PROGRAMMING CAREER IN OUR CODETALK SPOT (ANONYMITY OPTIONAL)!**
- **PROBABLY SOME OTHER STUFF TOO!**

So once you've finished your Sepctrum Basic game, record it on both sides of a labelled cassette and send it with your name, address, and a brief description of the game to: Incredibly Awful Games, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Don't send your only copy of your game, as we cannot return any tapes, and don't bother sending an SAE, we'll just steam off the stamps and keep them■

NAME ....

ADDRESS ....

....

....

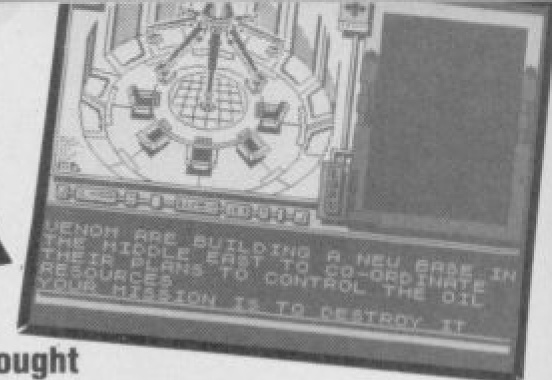
GAME NAME ....

DESCRIPTION ....

....

1

MASK



There are little dollies and there are little dollies. The sort of little dollies we like are the type that come equipped with death-dealing weapons, incredible vehicles and armoured costumes. Things like MASK.

Now, the chaps from MASK **have popped up in three games from Gremlin Graphics, and we thought you'd rather appreciate the chance to save a load of moolah off the latest,** Venom Strikes Back. **You remember the one; it takes place on the Moon, where intrepid Matt Trakker defies all sorts of dangers to save his son from VENOM's chief Miles Mayhem.**

The scrolling multi-screen arcade adventure includes guided missiles, exploding globes, gun emplacements and giant serpents. You also get to pick up special MASK **headgear which gives you extra weapons.**

Jenkins, he of the famous hard-to-impress cynicism, called Venom Strikes Back, **"Exciting multi-screen action, ideal for the trigger-happy toy freak," so why exactly aren't you clipping the coupon and sending off the dosh right now?■**

£1·00 OFF

SU SMASH OFFER

VENOM STRIKES BACK

Send coupon (and your name and address) to: Venom Strikes Back Smash Offer, Gremlin Graphics, Units 2/3 Holford Way, Birmingham B6 7AX. Don't forget your cheque or postal order for £6.49 made payable to: Gremlin Graphics. Offer closes September 31st

SMASH OFFER

2

TRACKSUIT MANAGER

'Ere we go, 'ere we go, 'ere we go – this time with Tracksuit Manager, **the latest, and according to Tony Dillard, the most over-the-mooniest football management game yet.**



Goliath's ever-so-realistic sim involves you in guiding your team through the European Cup, then the World Cup. Everything is menu-driven, and there are four main screens; player selection, diary, team tactics and player tactics. You also have 800 players to choose from, 54 computer managed teams, and a continuous running commentary display.

Now if the Dildon thinks that Tracksuit Manager **is, "the best of its genre," then you really should get it, even if he doesn't know what 'genre' means. To make sure you don't have any excuse we've even arranged for Goliath to give you £1 off, so get your crayons out, fill in the coupon, bung the dosh in the envelope and stick it in the postbox. That's the big red thing that looks a bit like an enraged Arsenal supporter■**

£1·50 OFF

SU SMASH OFFER

TRACKSUIT MANAGER

Send coupon (and your name and address) to: Tracksuit Manager Smash Offer, Goliath Software, 64 Locking Road, Weston-super-Mare, Avon BS23 3DN. Don't forget your cheque/postal order for £9.45 made payable to: Goliath Games

COMPETITION

WIN QUITE A FEW PORSCHES!



"You can't park here," is a phrase which SU's own Jim Douglas knows all too well. He's always being told off for trying to leave his Sherman tank in the middle of the High Street on a disabled sticker!!

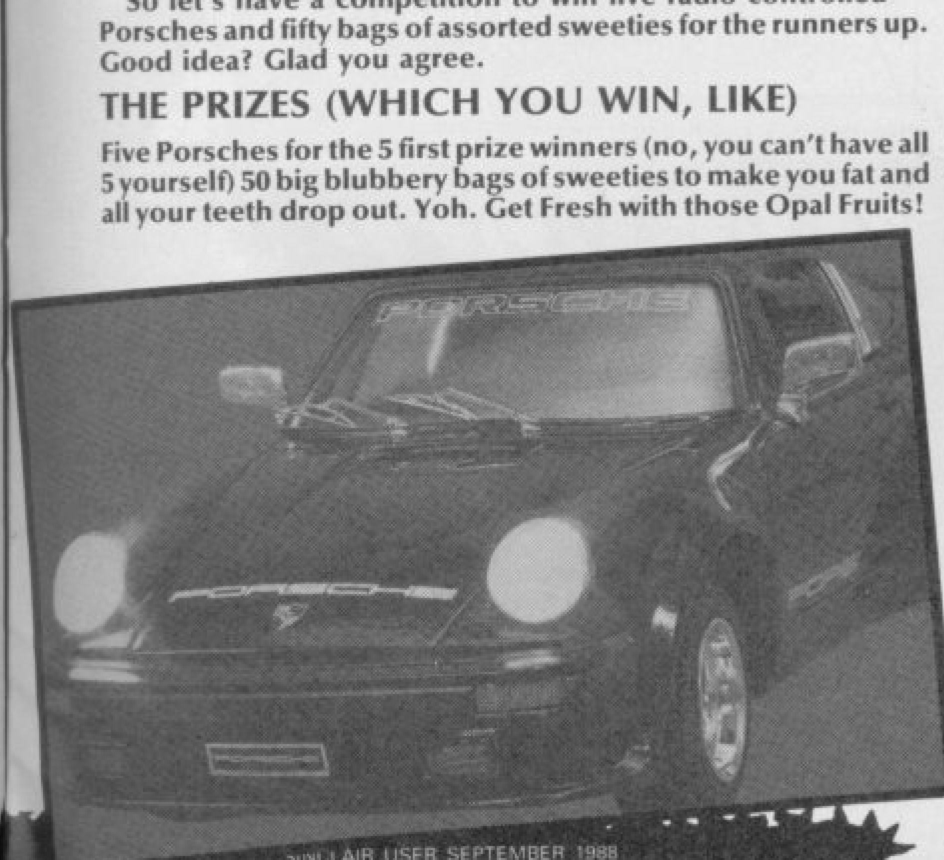
So imagine Jim's surprise when he found out that Grand Slam Entertainments International Limited PLC and Bar had decided that there was a good game to be had out of what the old traffic warden syas! Yippee!

The plot goes something like this. SU's best chum Garry 'Wodga' Williams, cleverly disguised as a traffic warden called Chubby Gristle (there, you knew I'd get to the point some time, didn't you?) has to travel around the gamogating lots of yummy food and putting nasty parking tickets on the cars of rival magazines and saying, "Ho, ho, you can't park here!"

So let's have a competition to win five radio controlled Porsches and fifty bags of assorted sweeties for the runners up. Good idea? Glad you agree.

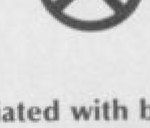
THE PRIZES (WHICH YOU WIN, LIKE)

Five Porsches for the 5 first prize winners (no, you can't have all 5 yourself) 50 big blubbery bags of sweeties to make you fat and all your teeth drop out. Yoh. Get Fresh with those Opal Fruits!



THE QUESTIONS (WHAT YOU ANSWER, LIKE)

1. Identify this (un)popular road sign:



   a. No stopping
   b. No swearing
   c. No blue shirts
2. Which of these words is not associated with being gat?
   a. Obese
   b. Gargantuan
   c. Skinny
3. Name the Beatle's song about a traffic warden.
4. Which Grandslam Game features a well-known footballer?

NAME ....

ADDRESS ....

....

1. a☐ b☐ c☐
2. a☐ b☐ c☐

3. ....

4. ....

No employees of EMAP or Grandslam, or people weighing over 72 stone may enter.


ROMANTIC ROBOT present
THE YEAR OF THE ROBOT
GENIE works with MULTIPRINT, MULTIFACE I and MULTIFACE 128 only.
GENIE
GENIE can disassemble ANY RUNNING program at ANY point.
Install GENIE into MULTIFACE or MULTIPRINT, LOAD any program, RUN it, STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc.
Essential for any m/code user.
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LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND
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MULTIFACE 1 has a joystick interface and works in 48K mode. MULTI-FACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and + D versions on request.
"A GOOD REASON TO BUY SPECTRUM+3" (Crash)
"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk." (Computer Shopper)
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multiface 3
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Allin Edwards

FULL PRICE 20

1	NEW	**FOOTBALL MANAGER II** An improvement on the legendary game, plays brilliantly	ADDICTIVE £9.99 94%
2	(1)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch	IMAGINE £7.95 92%
3	(2)	**OUTRUN** As close to the original as anyone could expect	US GOLD £8.95 80%
4	(5)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN £9.99 90%
5	(11)	**BUGGY BOY** Graphically excellent roadrace, but lacks excitement sometimes	ELITE £9.95 80%
6	(4)	**MATCHDAY 2** A highly accurate football implementation	OCEAN £7.95 70%
7	(10)	**KONAMI'S ARCADE COLLECTION** 10 spiffy arcade conversions, some are a bit elderly though	IMAGINE £9.95 80%
8	NEW!	**ACTION FORCE 2** Amazingly good game licence, combines originality with graphic excellence	VIRGIN £8.95 92%
8	(5)	**IKARI WARRIORS** Somewhat old-fashioned *Commando* clone, but good fun	ELITE £8.95 70%
10	(8)	**SIX PAK III** Excellent selection of blasts from the past	ELITE £9.99 80%
11	(6)	**10 GREAT GAMES II** Excellent compilation, don't wait 'till Christmas	GREMLIN £9.99 80%
12	NEW!	**BIONIC COMMANDO** Acceptable, though unexciting conversion	GO! £9.99 70%
13	(7)	**GARFIELD** Easily the best cartoon licence ever	THE EDGE £8.99 CLASSIC
14	(19)	**WORLD CLASS LEADERBOARD** Just as good as the original	US GOLD £8.99 80%
15	(9)	**COMBAT SCHOOL** Can Ocean do no wrong? Another corker	OCEAN £7.95 90%
16	(13)	**PLATOON** Six exciting mini-arcade games, one of Ocean's best	OCEAN £9.95 80%
17	RE!	**GUNSHIP** Highly impressive combat simulation. Enough action for non-simulation fans	MICROPROSE £9.95 90%
18	(12)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb, but not especially exciting	MARTECH £9.99 70%
19	(14)	**720°** Virtually flawless conversion, don't miss this one	US GOLD £8.99 CLASSIC
20	RE!	**TOP TEN COLLECTION** Worthwhile collection of fun games	HIT PAK £9.95 70%

▼ IN THE TOP SLOT: FOOTBALL MANAGER II

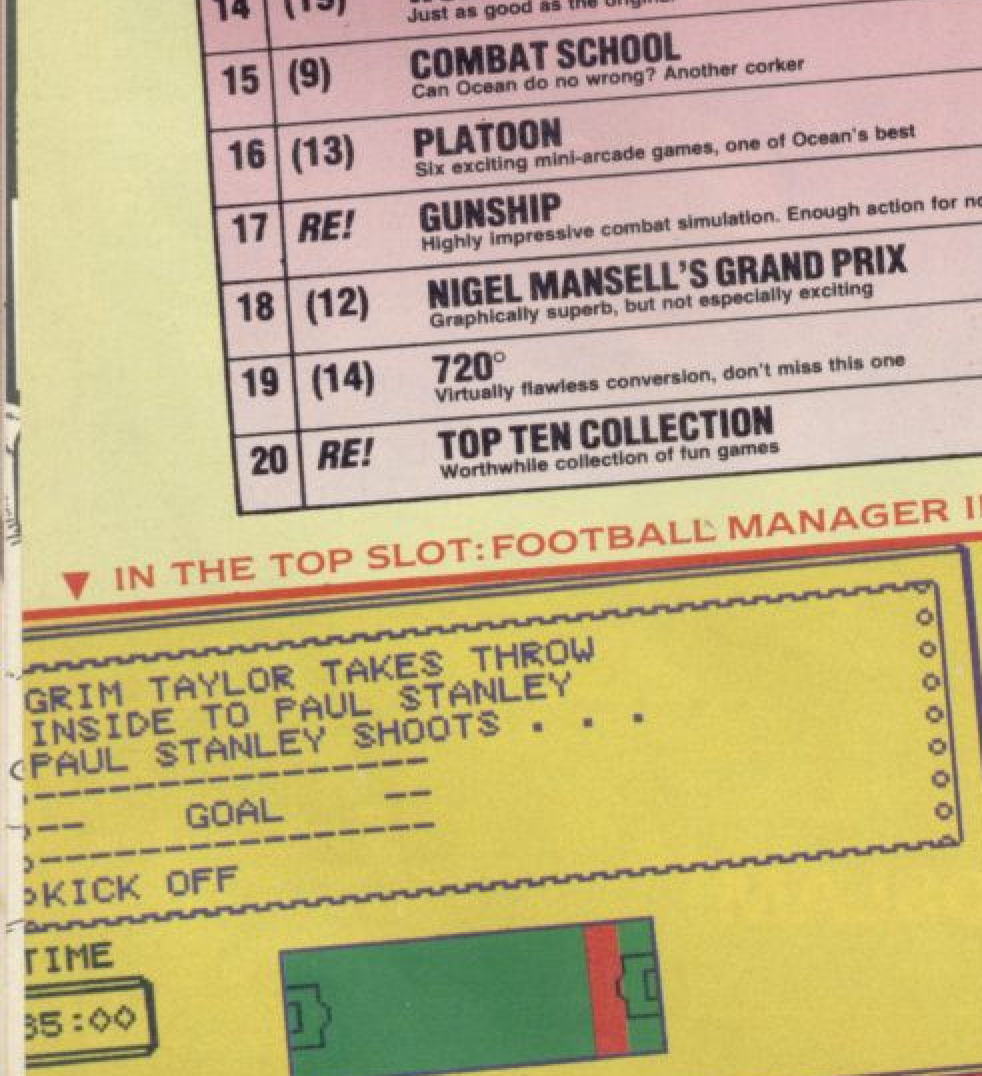


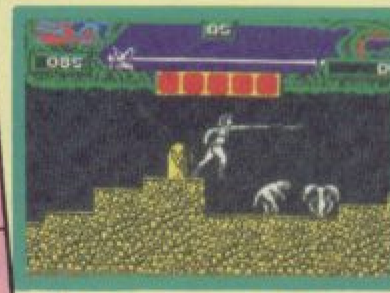
CHART COMMENT FULL PRICE

Woof! Straight in at Number One for Football Manager II, eh? Glad to see that you're taking notice of El Presidente's advice. Two other new entries. Bionic Commando and Action Force II, the first of which we thought was nice, and the second of which we thought was F-A-B Virgil! An important point to notice about the Charts this month, everything has been converted to percentages to match up with the new ratings system. Basically, everything that had 7 stars gets 70%, everything that had 3 stars gets 30%. Confused? Wait til we really try!

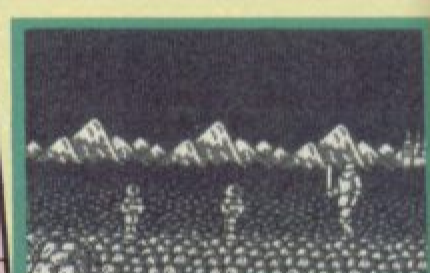
COMPILED FOR SINCLAIR USER BY GALLUP

HOT FULL PRICE

Oo-ee-oo! Most noticeable of those games loitering with intent outside the Top Twenty are Vixen from Martech and Soldier of Light from Softek. Both have made a swift entry into the lower reaches of the Chart, and no one will be surprised if they burst right in next month.



▲ HOT: VIXEN



▲ HOT: SOLDIER OF LIGH[T]

1	ACE
2	TARGET RENEGADE
3	YOGI BEAR
4	GHOSTBUSTERS
5	FRANK BRUNO'S BOX[ING]

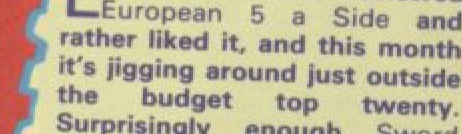
1	
2	
3	YET AGAIN, NO ADVE[N]TURES... WON'T EVEN BOTHER... ERS, GET BUYING
4	
5	

1	FOOTBALL MANAGER
2	STEVE DAVIS SNOOK[ER]
3	BEACH BUGGY SIMUL[ATO]R
4	SOCCER BOSS
5	FRUIT MACHINE SIMU[LAT]OR

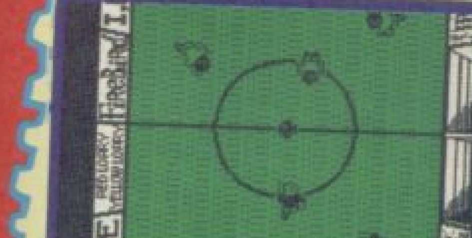
SU CHARTS

HOT BUDGET

Last month we reviewed European 5 a Side and rather liked it, and this month it's jigging around just outside the budget top twenty. Surprisingly enough Sword Slayer from Players is proving popular too. Still, there's no accounting for taste.



▲ HOT: EUROPEAN 5 A SIDE



▲ HOT: SWORD SLAYER

BUDGET 10

1	NEW!	**ACE** High quality combat fight simulation	GAME BUSTERS £2.99	78%
2	(2)	**STEVE DAVIS SNOOKER** Another re-release of a full price game; interesting	BLUE RIBBON £1.99	60%
3	(9)	**YOGI BEAR** Cutesy-wootsey Piranha re-release	ALTERNATIVE £1.99	70%
4	(1)	**GHOSTBUSTERS** Re-release of a not very hot budget title	RICOCHET £1.99	70%
5	NEW!	**FRANK BRUNO'S BOXING** One of the best beat-'em-ups of all time	ENCORE £1.99	82%
6	NEW!	**BEACH BUGGY SIMULATOR** Not a simulation at all. More a dopey left-right car game with dodgy graphics	FIREBIRD £1.99	60%
7	(10)	**SOCCER BOSS** Unrealistic, unplayable simulation	ALTERNATIVE £1.99	10%
8	(7)	**FRUIT MACHINE SIMULATOR** Surprisingly the whole thing is idiotically addictive	CODE MASTERS £1.99	80%
9	(3)	**SHANGHAI KARATE** Decent budget chop-'em-up	PLAYERS £1.99	70%
10	RE!	**POPEYE** Re-release of the ancient DK'Tronics title	ALTERNATIVE £1.99	70%

LIGHT

ARCADE

	GAME BUSTERS
	IMAGINE
	ALTERNATIVE
	MASTERTRONIC
OXING	ENCORE

ADVENTURE

...RES IN THE TOP 200. NEXT MONTH WE ... APOLOGISE! COME ON PIXIE ADVENTUR-

SIMULATION

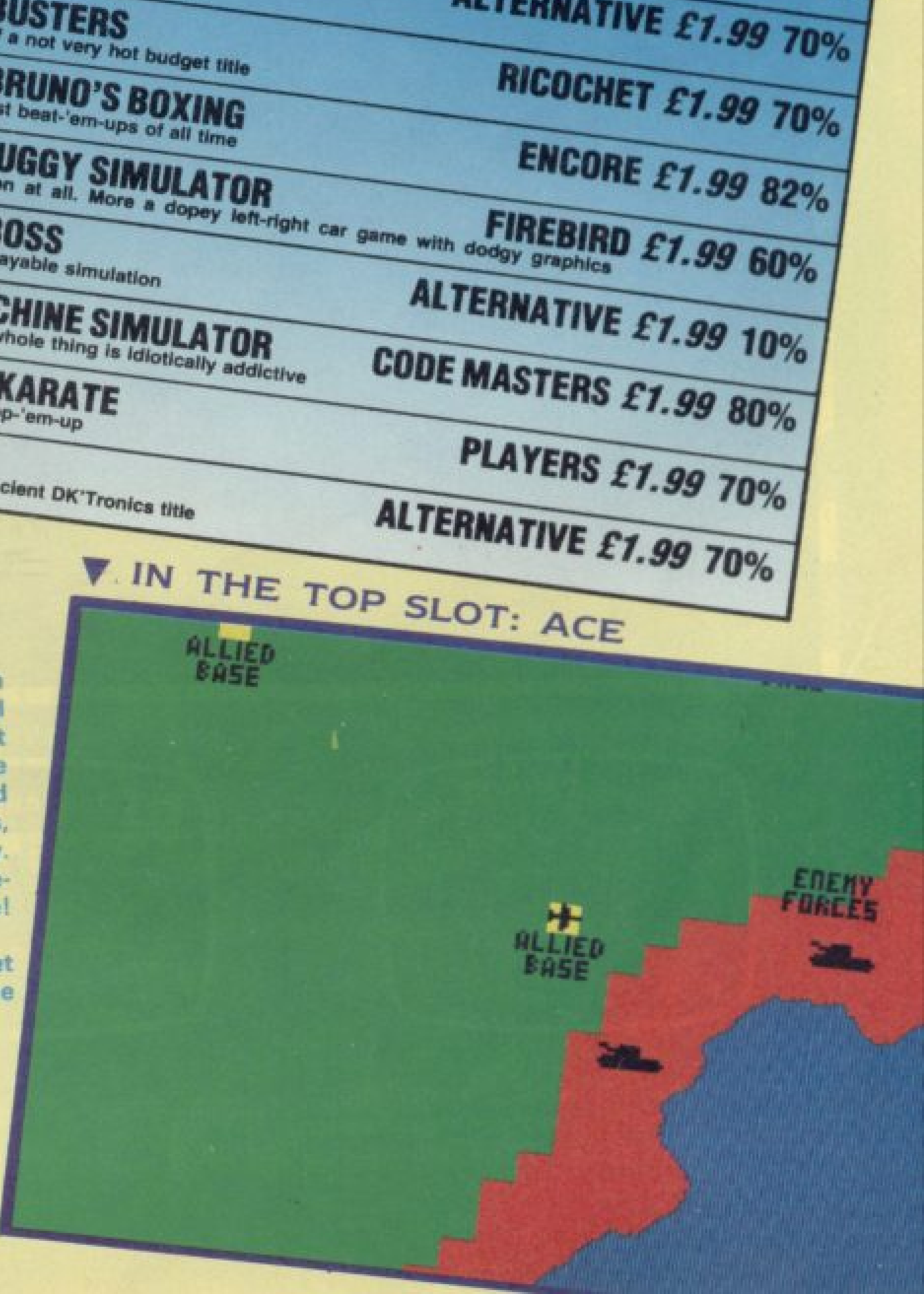
GER 2	ADDICTIVE
OKER	BLUE RIBBON
MULAT...R	FIREBIRD
	ALTERNATIVE
SIMUL...TOR	CODE MASTERS

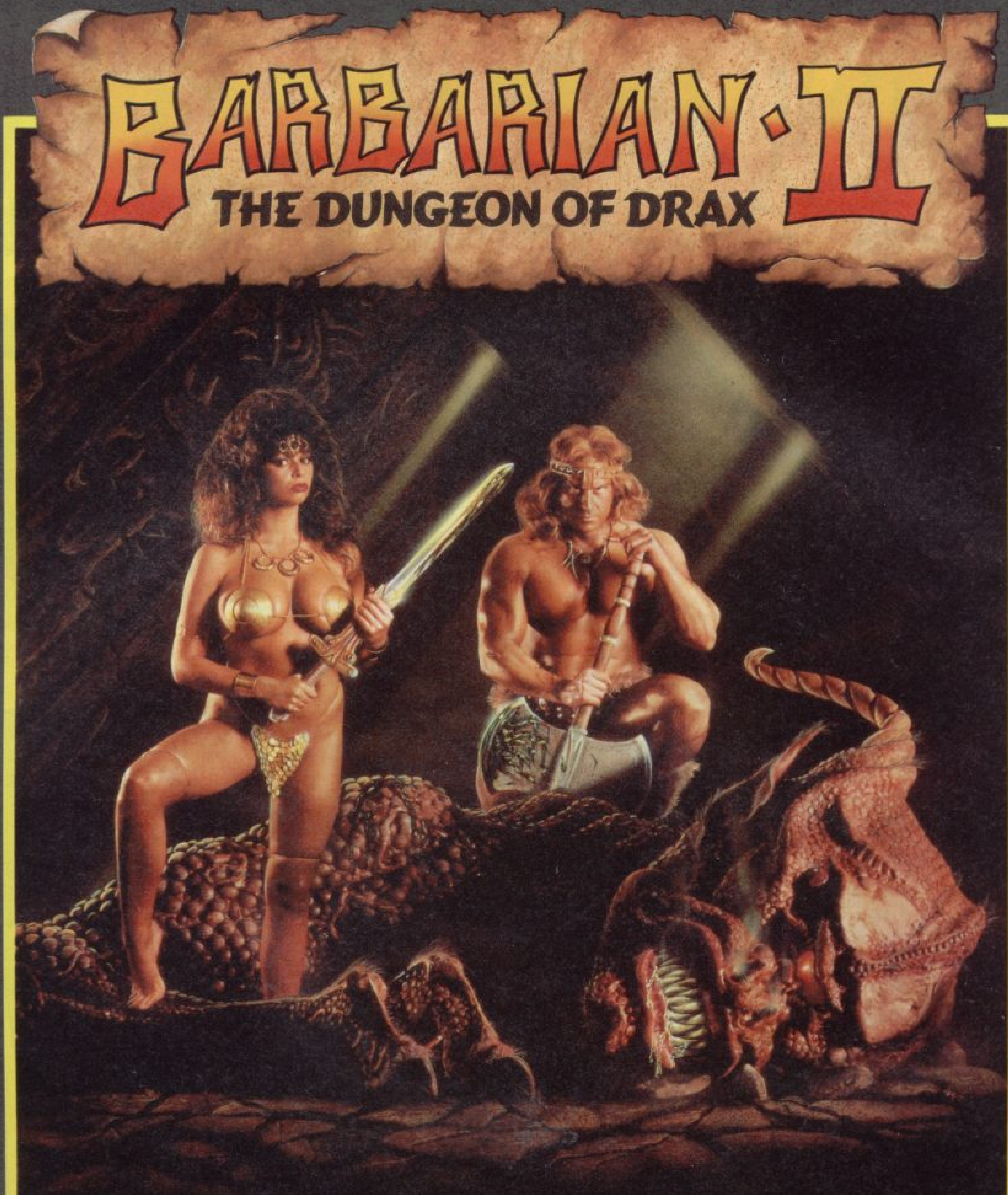
CHART COMMENT BUDGET

Look, if this goes on much longer, there won't be an awful lot of point in doing any Charts at all. Everything seems to be the same as last month, only juggled around a bit. Four new entries, true, but one of them is a re-entry. The number one game is a re-release! Soccer Boss is still there! The Bear's getting angry!

Now there's lots of budget software out there, let's get some new stuff on to the chart.

▼ IN THE TOP SLOT: ACE

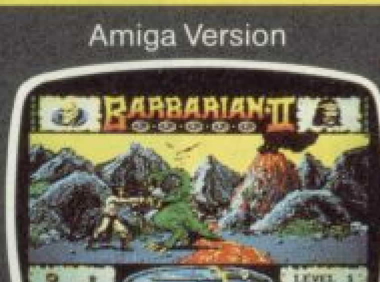




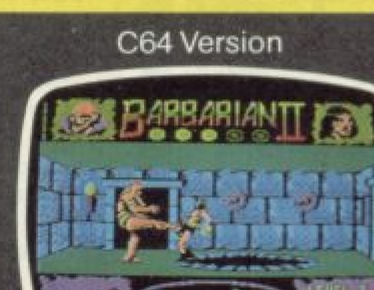
Spectrum Version



Amiga Version



C64 Version



COMPETITION

WHAT'S LITTLE & 'ARD?

(Citadel Miniatures of course)



3



4



5

1



2



It's the year 40,000. Only the psychic powers of the Emperor shield humanity from extinction. Dedicated to his service are the agents, servants and warriors of the Empire, and foremost among these are the Space Marines – bio-processed soldiers organised into fiercely competitive chapters.

WARHAMMER 40,000 is one of the most popular role-playing game scenarios from Games Workshop, and there's a huge range of Citadel Miniatures of Space Marines, weapons, vehicles, allies and aliens. Using these and the combat rules, histories and equipment details in the **Warhammer 40,000** rulebook, you can fight your own table-top campaigns of the far future.

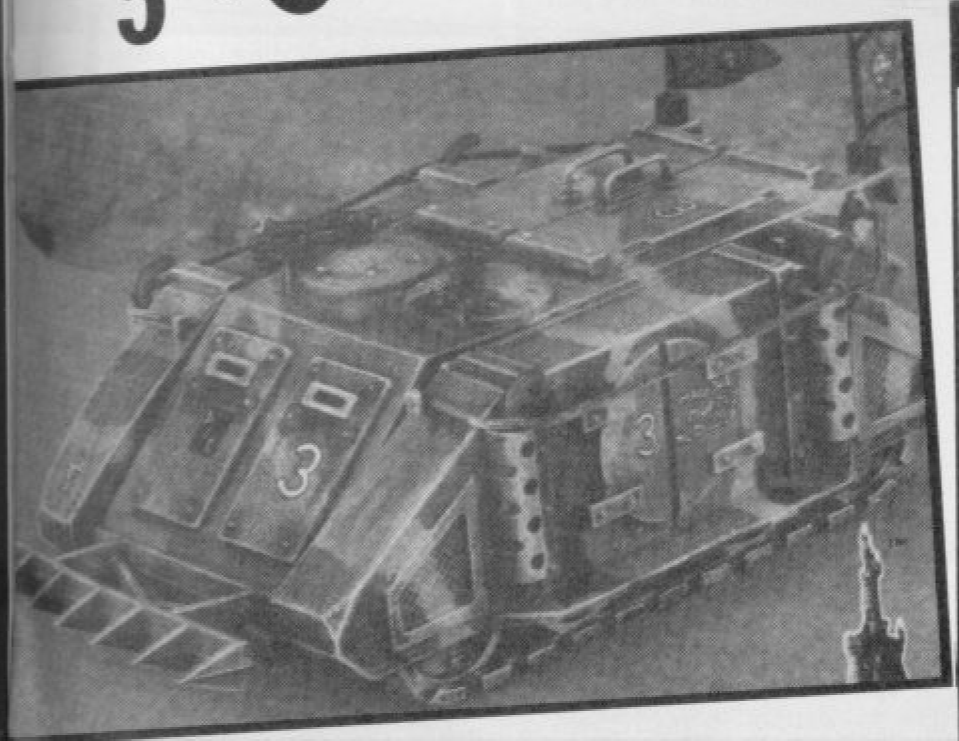
Now the kind gents at Games Workshop are giving you the chance to win some of the latest **Warhammer 40,000** kit.

20 First Prize Winners get the **Rhino Armoured Assault Vehicle** set. Each set contains three self-assembly vehicles, complete with transfers and Chapter colour painting guide. The Rhinos are tracked vehicles complete with optional hatches, open or closed compartments, exhausts, and anti-personnel weapons. They're designed to the same scale as the Imperial Marine figures.

36 Runners-Up get blister packs containing a 25mm white metal self-assembly **Space Marine** miniature.

All you have to do is look at the insignia of the Space Marine chapters shown here, and try to match them with the names of the chapters. Simple, yes? When you've filled in the coupon, send it to WARHAMMER CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 0UF. Closing date is September 30th■

A) Blood Angels
B) Tiger Claws
C) Space Sharks
D) Mantis Warriors
E) Minotaurs



A)
B)
C)
D)
E)

NAME ....

ADDRESS ....

.... POST CODE ....

Employees of Games Workshop and EMAP, and spies for the evil Eldar are excluded.

TWILIGHT

FRANK BRUNO'S BOXING

Label: **Encore** Price: **£1.99** Author: **To follow** Memory: **48K/128K** Joystick: **various** Reviewer: **'Harry' Dillon**

One of the best punch-em-ups of all time. The price won't hurt you though

For those of you who are as brain dead as Frankie pretends to be, FBB is a 'simulation' of a boxing match in the same way as the classic arcade game, Punch Out. You view big Frank from behind and have total control over his dodging, weaving, bobbing, punching, and being hit very hard. Your aim is to win the title by beating hell out of 8 internationally stereotyped opponents ranging from the big but clumsy Canadian Crusher (a lumberjack by occupation) through to the USA champion, Peter Perfect.

Graphics are cartoony and very well animated. Sound is just a few thwaks here and there, but this doesn't detract from the enjoyability. Playability is high, and I can see it being played for quite a while■



82%

HADES NEBULA

ARCADE Label: **Gamebusters** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Badly-scrolled, frustratingly hard shoot-'em-up. It's very addictive though

Hades Nebula is just another attempt at a Slapfight sort of game, and just like the others, it doesn't work quite as well as it might. The main problem is, though the ground is two colour, it's very heavily detailed, which means that it can be very difficult to spot enemy ships and, more importantly, enemy bullets. The extra weapons are few and far between, and most of the time I found that I didn't actually spot them until they were going off screen. The scrolling is slow and ever so slightly jerky, which means that though it's almost unnoticeable, it does play on the eyes after a little while.

Apart from all these bad points, Hades Nebula will have you coming back for more. It's very addictive. So addictive that even I said, "No mum I'm not going to bed, I want to have another go at this," and that's something I don't say very often at all, is it?

Not a bad game, all things considered, but there are a lot better budget SEUs around. Good for a few days, though■



78%

STOP BALL

ARCADE Label: **Mastertronic** Author: **Drosoft** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Chris Jenkins**

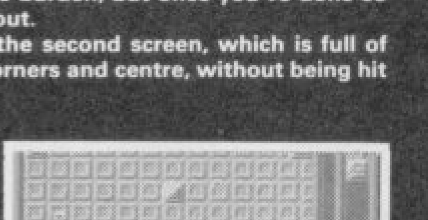
Unexpectedly awful bash-the-ball effort, distinguished by dreadful sound FX

Oh my gawd! It's several decades since I saw anything as terrible as this, and I've seen them all I'm tell you sonny Jim. Never have I seen such unremittingly dull backgrounds, heard such laughably awful sound effects, or played such a monotonous non-game.

All you have to do is move a little bat, coloured a fetching grey, around a tiled background, also grey. Around the screen bounces a ball (grey, you'll be surprised to hear), and your job is to place the bat under the ball and stop it hitting the floor. Sort of 3-D Breakout without the bricks. You can drop a secondary bat to ease the burden, but once you've done so it's stuck there until the timer runs out.

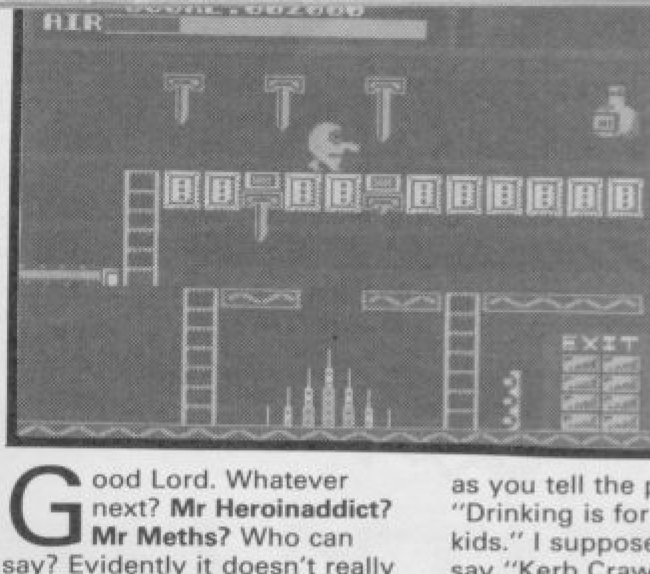
At this point you progress on to the second screen, which is full of balls. Here you have to visit all the corners and centre, without being hit by a ball.

As things progress the obstacles become more complicated, but at no point does the game become less awful. The *Johnny Fartpants*-style farty sound effects had us rolling around on the floor – otherwise entertainment value is big fat zero■



11%

ZONE



M

Good Lord. Whatever next? **Mr Heroinaddict? Mr Meths?** Who can say? Evidently it doesn't really matter that the entire escapade centres around getting as plastered as possible, so long as you tell the punters that, "Drinking is for Mr Wino – not kids." I suppose so long as we say "Kerb Crawling is for Mr Pervert not Kids," would excuse a game called **Molestor.**



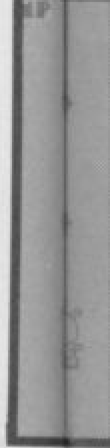
PSY

You can't say, "**Psycho Pig** is like **Maniac Corpse Munchers,** with a bit of **Space Vegetables** thrown in," 'cos it's a brand new format; whether it's a good one is another question.

Converted from a little-seen *Jaleco* coin-op called **Mr Pig,** or **Pigs and Bombs** or something, **Psycho Pig UXB** is a non-stop epic of porcine pulverisation. Yes, the idea is to smash those swine, and the sausages really start flying from the first screen.

Although the backgrounds are resolutely dull – they just change colour from level to level – there's a kind of depth effect which gives a 3-D impression (but no more than an impression) as you move around the screen.

The screen's full of bombs and pigs. The aim is to use the bombs to blow up the pigs, and avoid being blown to bits of



ARCADE REVIEW

FAX BOX

PSYCHO PIGS UXB *Label:* ***US Gold*** *Author:* ***Software Creations*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Cutesy-wutesy but less than rivetting pig-out

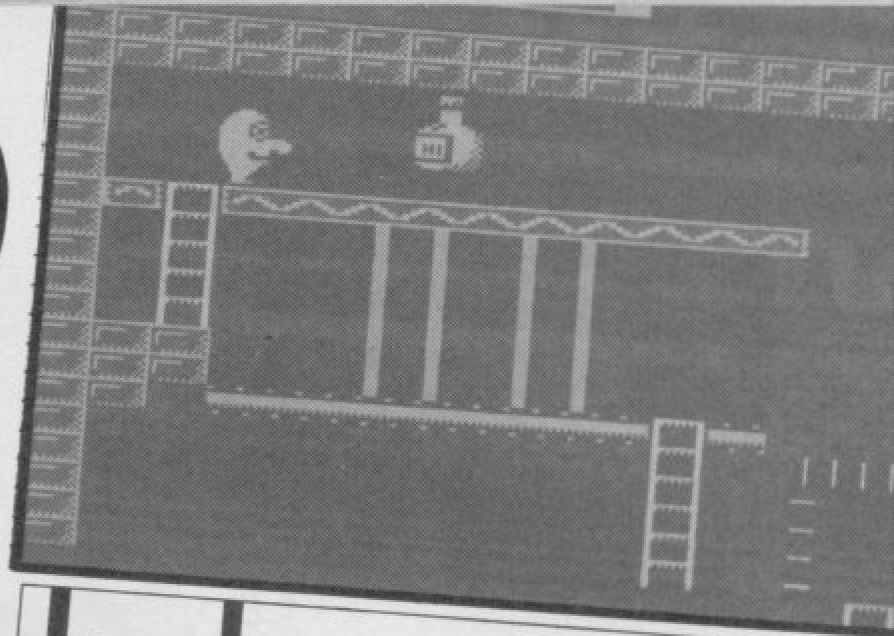
Reviewer:

GRAPHICS	SOUND
58	65
65	40
PLAYABILITY	LAST ABILITY

OVERALL **59**

10 20 30 40 50 60 70 80 90

R WINO



Anyway, despite all the ropey plot, **Mr Wino** is a blasted good platforms and ladders bonanza. It's been written by Probe Software, who seem to make most of their money by churning out loads and loads of budget games in between doing the odd 'biggy' (see previews this month). As a result of their experience, they can knock out perfectly reasonable budget games very easily.

The idea of things is that Mr Wino is such an incorrigible drunkard that his entire life revolves around staggering from one bottle of wine to another. He's stuck in a horrible maze of nasty traps and aliens and monsters and he's running out of air and getting more sober by the minute.

Dashing around the screens (which, though standard runny-jumpy fare are well constructed) you guide Wino, a disgusting blue blob with a big nose. I figure it should really have been red but had to be the same colour as the rest of his body because of attribute probs.

There really aren't any inventive touches whatsoever. Ladders to climb, holes through which you fall, spikes from the ceiling, conveyor belts etc etc.

There is a very nice use of colour and although we have seen absolutely everything before, it's perfectly playable and should keep you occupied until dinner is ready■

ARCADE REVIEW

FAX BOX

MR WINO *Label:* ***Silverbird*** *Author:* ***Probe Software*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
55	70
70	60
PLAYABILITY	LAST ABILITY

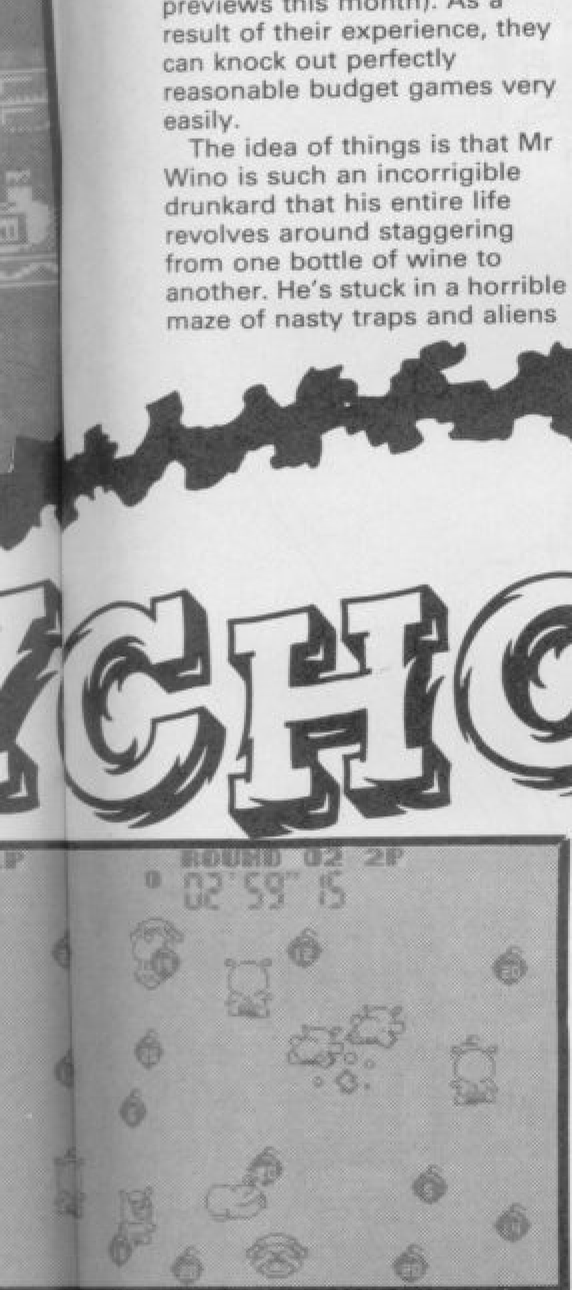
Tried and tested platforms and ladders formula

Reviewer: Jim Douglas

10 20 30 40 50 60 70 80 90

OVERALL **60**

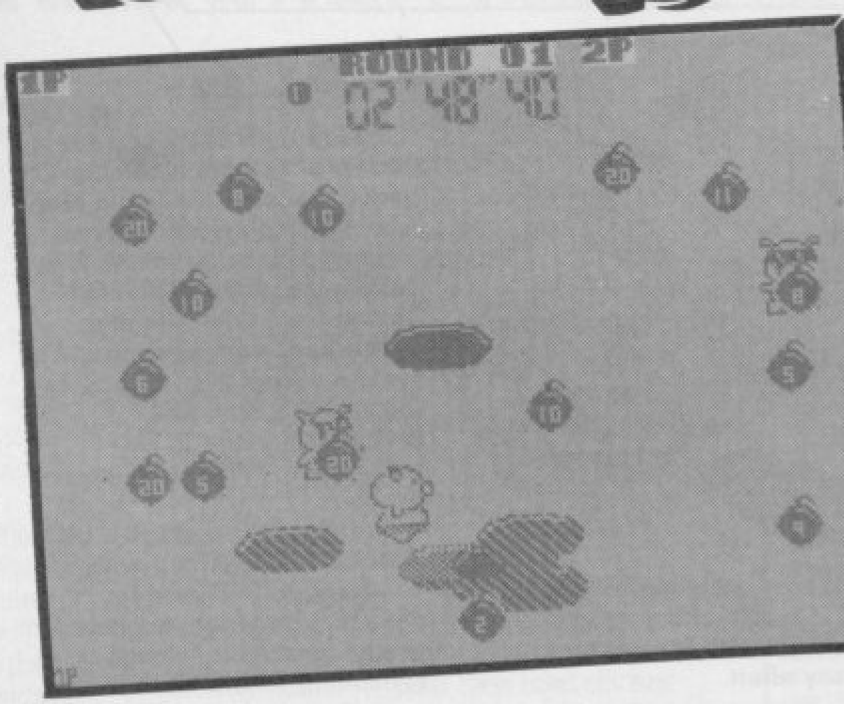
CHO PIGS



bacon yourself. You get lots of lives to start with (you'll need them) and the graphics and animation are cute, though not unusually clever (no use of colour, for a start).

Before you start each round, you're treated to a pig parade in which you're shown all the enemies you have to face on the next level. Blackie is described as "grim", Reddie as "obstinate" and so on, but since you can't tell one from another at the game's playing (and they all act the same anyway), what's the point?

On to the game itself. As the timer ticks away, you have to zoom around picking up bombs. Each bomb has a timer; picking it up activates the timer, which ticks away until you throw the bomb. Hang on to it too long and you'll be reduced to chipolatas as you fly gracefully across the screen. If you manage to throw the bomb in time, it will explode on contact with any of your bomb-throwing opponents. If you miss, though, the bomb will come to rest, and can be picked up again.



Various bonus items can be picked up. Tonic gives you a longer throw; rice balls allow you to run faster; gas capsules can put some enemies to sleep; some objects score you bonus points or lives, and the protective suit turns you into a little armoured piggy, resistant to one direct hit. If your reactions are fast enough, you can even duck under flying bombs (with trotters over eyes). On bonus levels, you have to dash around a circle of pig-pits, kissing other piggies on the snout. On subsequent levels, you meet faster moving, heavily armoured pigs, bouncing bombs and shorter fuses.

Basically, opinion in the jolly old office was sharply divided. Tony "Megadeath" Dillon liked the Brechtian juxtaposition of cuteness and violence. Jim "Sid the Sexist" Douglas saw Bergmanesque irony in the underlying themes. (Wah? No-one asked me – TH). I thought it was good for a quick porking, but I wouldn't want to be stranded on a desert island with it.

Nice try then but I think the predicted interest curve would plummet fairly sharply after the first couple of bashes■

As we all know, the Spectrum is the best and biggest-selling computer in the entire world (hem-hem). But what do our friends overseas make of this typically English micro? Our jet-lagged foreign correspondent Arthur Bigott-Smith finds out . . .

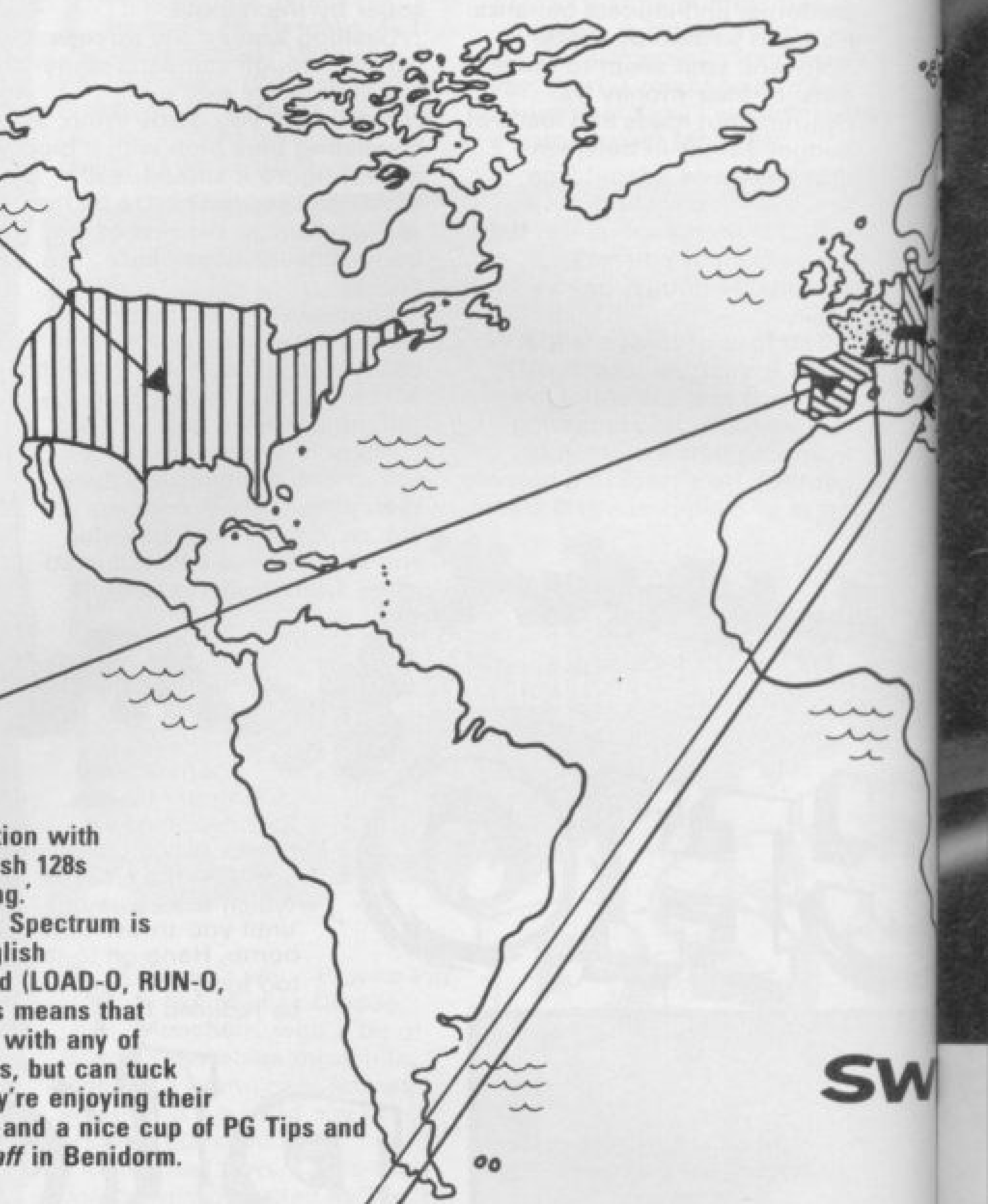
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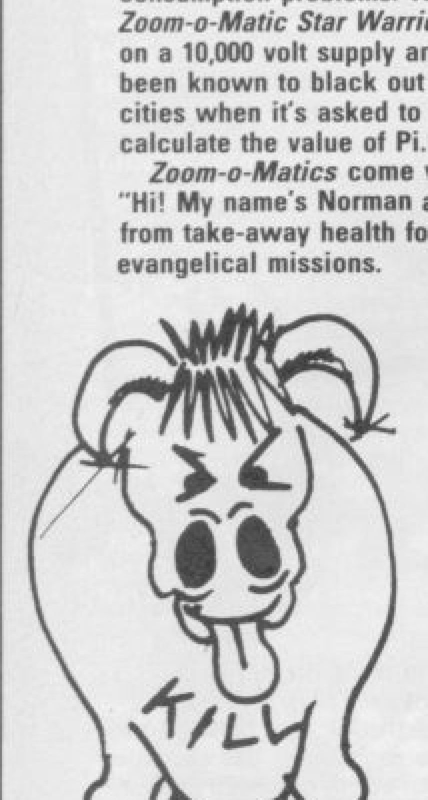
AMERICA



Two yards wide, painted in day-glo colours, with fins running down the sides and huge braking lights, the *Zoom-o-Matic Star Warrior* micro bears little resemblance to our humble Spectrum on which the Americans refuse to admit it is based. With a massive 12 megabytes of memory and 6 co-processors, it would outperform every other personal computer in the world if it wasn't for fuel consumption problems. The *Zoom-o-Matic Star Warrior* runs on a 10,000 volt supply and has been known to black out whole cities when it's asked to calculate the value of Pi.

Zoom-o-Matics come with free T-shirts saying, "Hi! My name's Norman and I'm a Zoomie!" and are available from take-away health food outlets, therapy groups and evangelical missions.





SPAIN

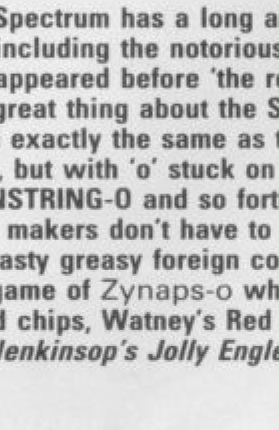
The Spectrum has a long association with Spain, including the notorious Spanish 128s which appeared before 'the real thing.'

The great thing about the Spanish Spectrum is that it's exactly the same as the English version, but with 'o' stuck on the end (LOAD-O, RUN-O, SCREENSTRING-O and so forth). This means that holiday makers don't have to put up with any of those nasty greasy foreign computers, but can tuck into a game of Zynaps-o while they're enjoying their fish and chips, Watney's Red Barrel and a nice cup of PG Tips and *Juan Blenkinsop's Jolly Engleesh Caff* in Benidorm.

SW

FRANCE

The French version of the Spectrum, *Le Petite Chouxfleur,* works in its own good time. It sometimes takes all afternoon to draw a circle, and calculating tangents is at least a weekend's work. Faced with a difficult task, the *Chouxfleur* simply gives the electronic equivalent of a shrug, prints up, "JE NE SAIS PAS," and switches itself off until *petit dejeuner. The Chouxfleur* normally looks a real mess, with wires hanging out of its sockets and paté stuck between its keys, but it gets cleaned up for special occasions such as the *Tour de France,* when it is used to calculate how many garlic sausages it would take to stretch the length of the course. Apart from that, the French enjoy any games which can be finished in a few minutes without any effort.

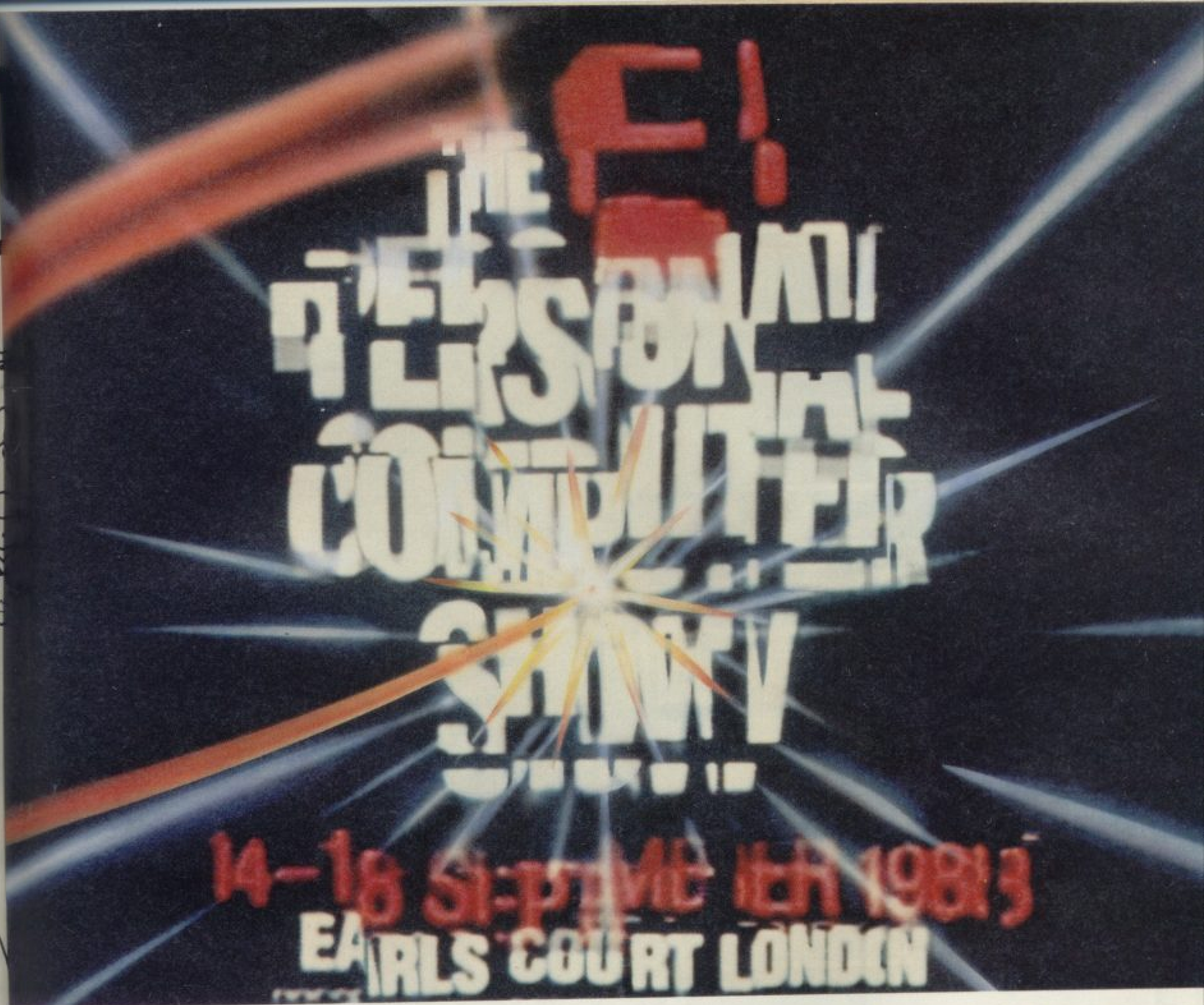


ITALY

Italian Spectrums come in a variety of colours including peach, metallic Hawaiian blue, avocado and cerise. External styling is by Luigi Colani, who has replaced the traditional oblong case with a daring, swept-back opaque canopy. The recessed keys are finished in leather by Gucci, and peripherals come in individually-tailored calfskin pouches.

The common-or-garden UK Spectrum is regarded with contempt, and is used for weighing down the pockets for those unfortunate enough to go swimming with *Il Cosa Nostra.*





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To attend on the public days (either 16th, 17th or 18th September) just complete and return the coupon with a cheque/postal order for £3.00.
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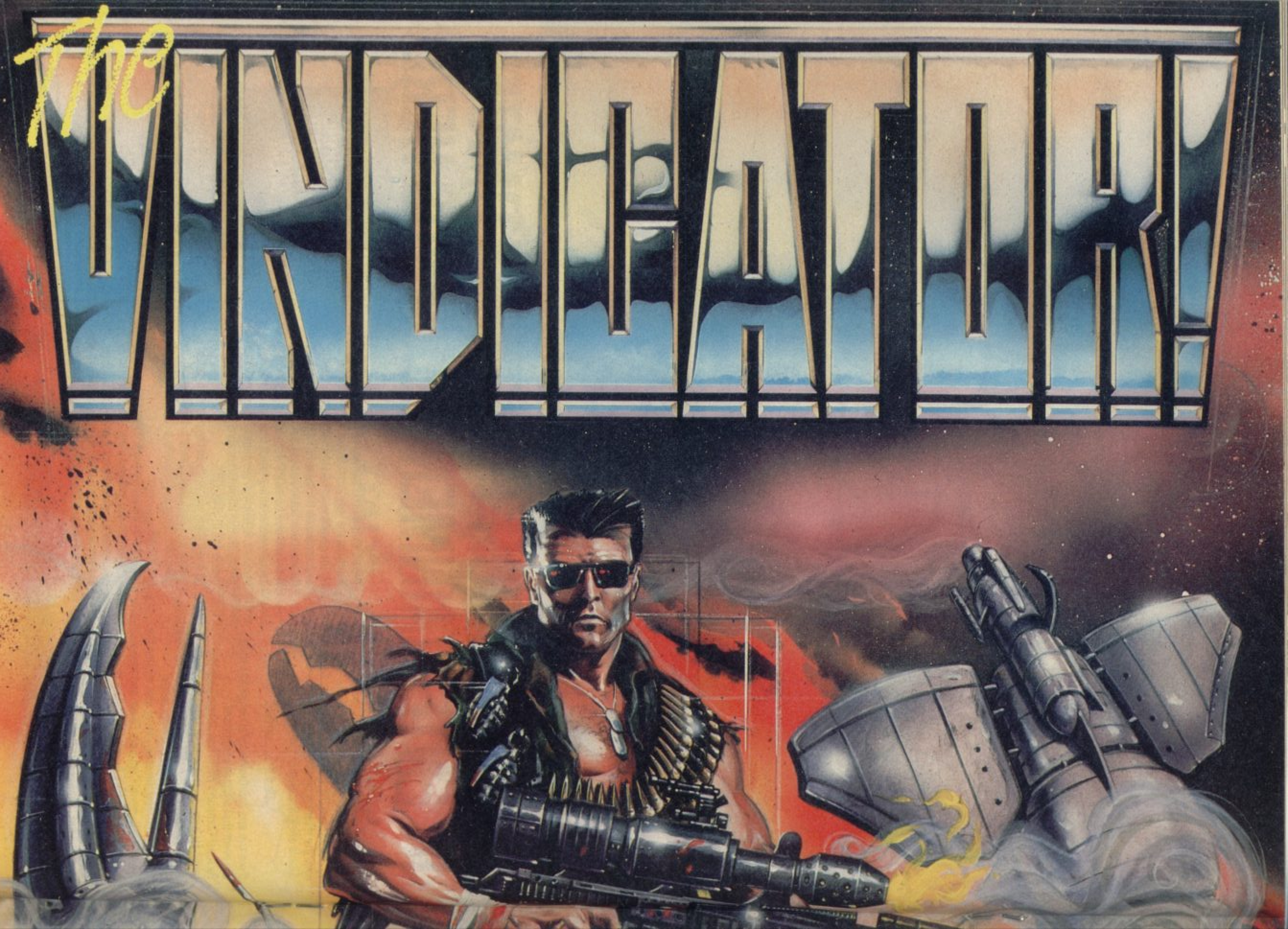
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FOOTBALL ß CRICKET

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PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	£7.85	£11.95
CRICKET MASTER	£7.95	£11.95	n/a	n/a	£8.95	£12.95
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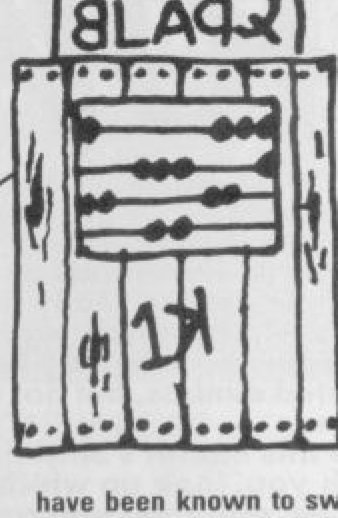
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TRUMS
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RUSSIA



There is only one working example of the Russian Spectrum, the *Blap*. Although official production figures from the *Blap* factory in Smolensk now run into the millions, reliability is low and repair times at the *People's Correctional Institute for Non-Productive Machinery* starts at two-and-a-half-years for a blown fuse (slighty better than *Dixonski's*). The wooden-cased *Blap* can run at sub-zero temperatures when it runs at all, but there is an eight year waiting list to use it. Russians have been known to swap whole cases of Levis for a go on the *Blap*, only to find that it has only 1K of memory and its boiler needs constant restoking.

JAPAN



An enigmatic micro, the *Capricious Salad 420 Heavenly Equipment* computer cannot be connected to any other device, because it works right to left. Programming presents major problems; try a simple routine like 10 PRINT "HELLO"; 20 GOTO 10, and it responds with a Zen fable about a man who tries to catch the moon in his rice-bowl.

The manual is equally challenging, consisting mainly of small pictograms of people, doing indescribable things with chopsticks. Captions such as "Congratulations! The Basic language you look good, yes today! High level computer programming!" are of little help.

Capricious Salad has been known to explode in an attempt to take any nearby MSX computers with it.

TZERLAND

The Swiss all have standard Spectrums, used to work out their bank balances, run educational software, and never ever to play war games. Swiss computers are stored under little glass domes which keep them clean. The Swiss Spectrum is called, "The Spectrum Computer," and is sold in gentlemen's outfitters and hairdressers.

Games may be played on Thursdays. Popular Swiss games include Using the Pedestrian Crossing, Ski Very Carefully and Look After the Pfennigs.





GERMANY

The German Spectrum, *Der Oberleutnant*, is unsurprisingly, both faster and more efficient than its competitors, though it has no sense of humour. Cased in highly-polished steel and with extremely hard keys, it's thought to be the source of the only known Spectrum software virus, which is programmed to invade computers from other countries. One day people will figure out that *vorsprung durch technik* means, "this manual is incomprehensible," and the whole myth of German industrial superiority will disappear the way of the British motorcycle industry.

AUSTRALIA

The *Mighty Ocker* computer is similar to our Spectrum, but with zinc based sun-tan paste smeared all over its keys. Optional battery-power allows it to be used while surfing, herding sheep or watching wet T-shirt contests.

Also completely lager-proof, the *Ocker* is used almost entirely as a games machine. Popular Oz games include Bastard Shark, Kanga Hunt, Dunnie!, and the popular Tubesoft series including Pass the Lager, Lager Mission, Lager Attack and Lager Patrol. Australians steadfastly refuse to use any foreign computers, which they refer to as, "poofter micros."



PC SHOW GAMES GUIDE

Summer's here and the time is right... for standing in Earl's Court with thousands and thousands of other people getting really hot and sticky. Kwur! Yessir, it's PC Show Time again! Now, traipsing around for hours on end may be fine for your anorak-encrusted dimbos, but not for a Sinclair User reader. Nope.

All you need to do is take this month's Sinclair User along to the show with you, look up which games are worth going to see, and then you can use the map to find your way.

JOE BLADE II – *Player's/ Interceptor*

More crazy antics in ultraviolent Swinborunesville. Probably on sale in time for the show, and almost certainly available for playing before purchase.
MUST SEE RATING: 70%

OVERLANDER – *Elite*

Elite's newey looks like beating the pants of **Roadblasters**. 3-D road-race. Looking marvellous, lots of *Mad-Max* style carnage.
MUST SEE RATING: 80%

FOX FIGHTS BACK – *Mirrorsoft*

This month's cover game. Looks good to us. Looks like a cross between *Wildlife on One* and *Saigon*. Great graphics (probably demo only) as a badgered fox (?) goes psycho and butchers the pursuing huntsmen.
MUST SEE RATING: 85%

THUNDERBLADE – *US Gold*

Potential star of the show. Although you won't be able to play it, it should be in a watchable demo form and you'll be able to judge if USG have done a better job than on **Outrun**.
MUST SEE RATING: 86%

DUNGEONS AND DRAGONS – *US Gold*

Currently under conversion by the SSI people. Uncertain progress so far, unlikely to be playable but promises to be the best role player to date.
MUST SEE RATING: 65%

SINCLAIR USER

Just opposite the Cannon Bar (hic) you'll find the craziest bunch of loonsters ever to be granted a security pass. Yes. You can come and throw tomatoes at the entire Sinclair User Team, and purchase T-Shirts, binders, a new copy of the mag etc etc.



VIRUS – *Telecomsoft*

If you haven't seen it, now is the time. On sale and on demo. Fantastic 3-D space shoot-out, initially from the Archemedes machine. Splendid.
MUST SEE RATING: 80%

USAGI YOJIMBO – *Telecomsoft*

Telecomsoft's martial arts epic starring a not-very-famous cartoon rabbit type. Highly watchable demos available. Unspecific release time, but enough to whet your appetite.
MUST SEE RATING: 65%

DOUBLE DRAGON – *Mastertronic*

Virtually complete Spectrum version! The arcade conversion everyone's waiting for. Check last month's BluePrint for more info.
MUST SEE RATING: 85%

BARBARIAN II – *Palace*

Blood 'n' guts 'n' boobs. Palace's long awaited sequel looking good. Probably finished in time to buy. MUST SEE RATING: 90%

OPERATION WOLF – *Ocean*

Fully playable Spectrum version! Also a chance to queue for hours to play the coin-op on free play.
MUST SEE RATING: 95%

RAMBO III – *Ocean*

You'll be able to look at some Speccy action along with video clips from the movie. Don't push me! (again).
MUST SEE RATING: 70%

ROBOCOP – *Ocean*

See the video and watch a rolling demo.
MUST SEE RATING: 70%

WHAT ABOUT THE REST?

Unfortunately, lots of companies aren't going to have stands at the show this year. For instance Activision (whose Afterburner **an** R-Type **could have stolen the show) have decided to have a hotel suite just around the corner to wine and dine journos. It's an increasingly popular decision, but can you really excuse not going to the biggest show in the country?■**

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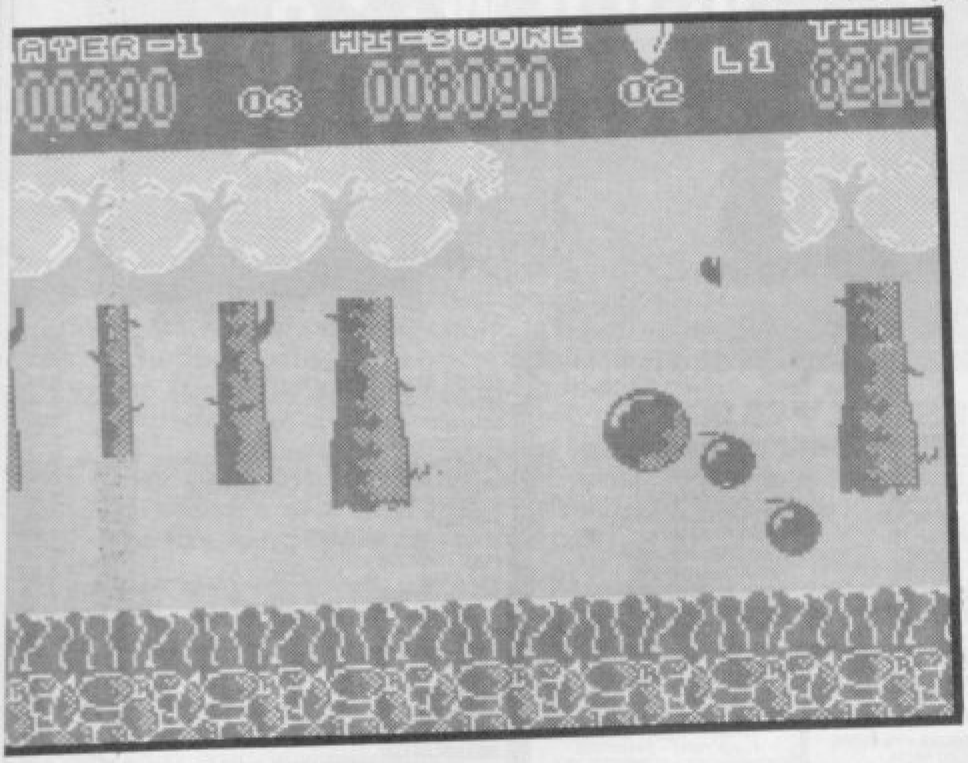
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HOPPING MAD



Ho, ho, ho! Plenty of zany fun here, I'll be bound! Any game called **Hopping Mad** must be the sort of whacky, oddball bit of craziness guaranteed to have you rolling about with mirth as you join in the merry fun!

Well, no, actually. **Hopping Mad** is one of those games that try so hard to be whacky, oddball and lovable that they make you want to jump up and down on them and go out and kick a dog.

Not that the gameplay's bad at all. You control some sort of spherical alien being, hippety-hopping through a series of strange landscapes. Behind you bounces a series of identical balloons – you start with four – and the aim is to steer them through each landscape without coming to grief by hitting sundry spiky things.

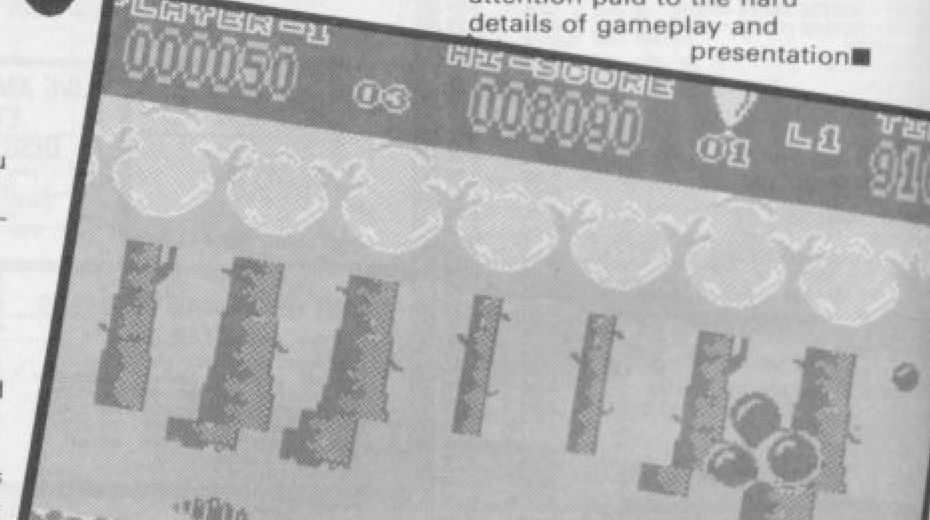
The bouncing balls are very nicely done, but the background design is dull, consisting of sketchily-drawn trees, shrubs, cacti and so on. The scrolling is none too hot, either. By far the worst bits, though, are the passing obstacles; wearingly flapping birds, wriggly snakes, splodgy little hedgehogs, strange rotating bars and rising balloons.

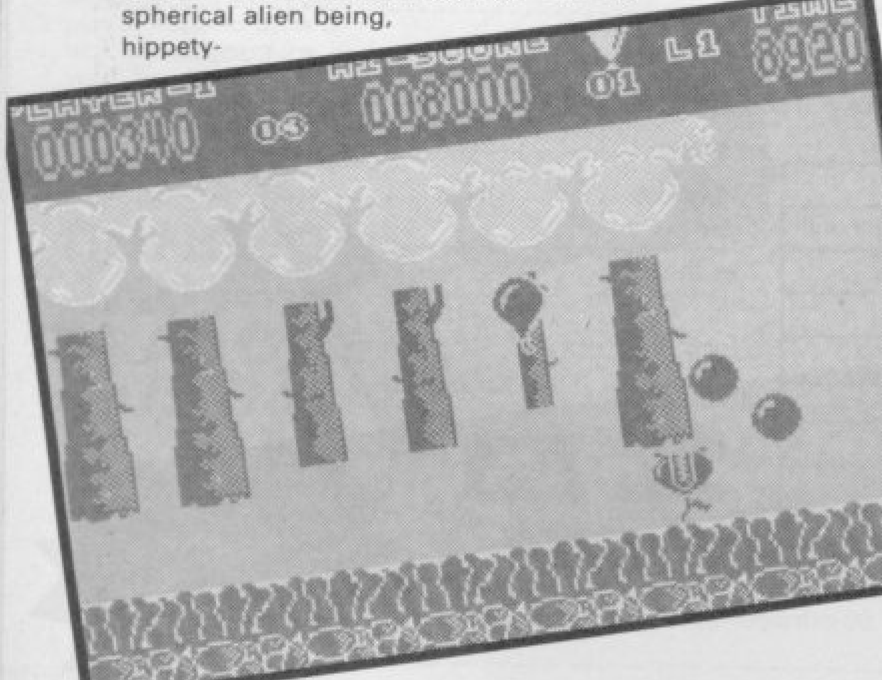
Collide with any of these, or with the snapping fly-trap plants, and one of your spheres will burst. If it's one of the middle ones, it makes it even more difficult to manoeuvre your remaining balls.

Along the way, you get bonus points for bursting passing balloons (why? aren't you supposed to like the look of them?) or for eating apples. To do this you must leap higher in the air by pressing the fire button.

At certain stages you may be lucky enough to be transported directly to the next level by hitting magic tokens, but things don't get much more interesting; you simply get a wider selection of lizards, bees, and other obstacles, coming at you thicker and faster.

All this would have been perfectly amusing in a budget-priced game; there's plenty of fun to be derived from learning to control the balls. but the sound effects are lousy and there isn't enough variation in the gameplay to make you want to stick with **Hopping Mad** longer than the hour or two, which would be par for the course for a budget game. It's all very well trying to put together a flopsy-wopsy cutesy-wutesy game, but it would help if there had been a bit more attention paid to the hard details of gameplay and presentation■





ARCADE REVIEW

FAX BOX

HOPPING MAD *Label:* **Elite** *Author:* **In-house**
Price: **£7.99, £12.99 disc** *Memory:* **48K/128K**
Joystick: **various**

GRAPHICS	SOUND
49	37
60	45
PLAYABILITY	LAST ABILITY

Half-hearted attempt at a zany arcade challenge

Reviewer:

10 20 30 40 50 60 70 80 90

OVERALL **46**

DROIDZ

The **Droidz** of this Silverbird title are convenience robots, built by Man to do all the drudge work while he's off sunbathing or watching the telly. They lead a pretty dull life, there's no job satisfaction, something's gotta change.

So, all of a sudden, these electronic menials form themselves into a collective intelligence. Having realised how stupid they are, they decided to embark on a quest for knowledge. They all gather together down the local holographic Recreation Centre, and start hoarding pieces of technology. What for? Absolutely no reason whatsoever, as far as I can see.

Now, the people who built this chore corp are a bit miffed so they send in another of their constructions – a reconditioned Mk III battle walker. Needless to say, this lone combat machine must enter the complex, retrieve as many of the techno-gadgets as possible and engage in a little droid destruction.

This little beast carries a standard laser with which to protect himself, but he can also indulge in some self-customisation when he finds a suitable piece of equipment. there are five vital statistics which can be improved in this way, including: increased damage to Driodz on contact; decreased damage to the walker on contact with the Droidz; increased shot power; increased smart bomb power and an increased rate of fire. Each characteristic is represented by a small icon which may be collected up to five times the maximum efficiency.
you're going to need the lot!

The complex is displayed using an overhead viewpoint, **Gauntlet**-style, and similarities to the Atari coin-op don't end there. In fact, the whole game is simply a one-player **Gauntlet** variant.

Other features of its arcade inspiration are there, including pushable and destructible blocks; solid, moving and removable walls; food for the walker (in the shape of batteries), collectable equipment, and LOADS of enemies.

The graphics are clear, colourful and nicely drawn, although the scrolling can be a little jerky at times. Similarly, the creature animation is simple but effective.

There are one or two niggling points, such as the fact that the walker can't move and blast at the same time, but overall I was impressed: each load contains several levels, and I think there are enough levels to keep even the most ardent blaster at it for years to come. And although there's no save option, each freshly loaded set of levels may be replayed, if desired, once your walker's energy has fizzled out.

The few levels that I managed to play through were well designed and interesting to play, many screens requiring a fair amount of strategic thinking. The later levels become extremely hectic and each new screen brings fresh problems to overcome. Great stuff – go get it now!■

ARCADE REVIEW — FAX BOX

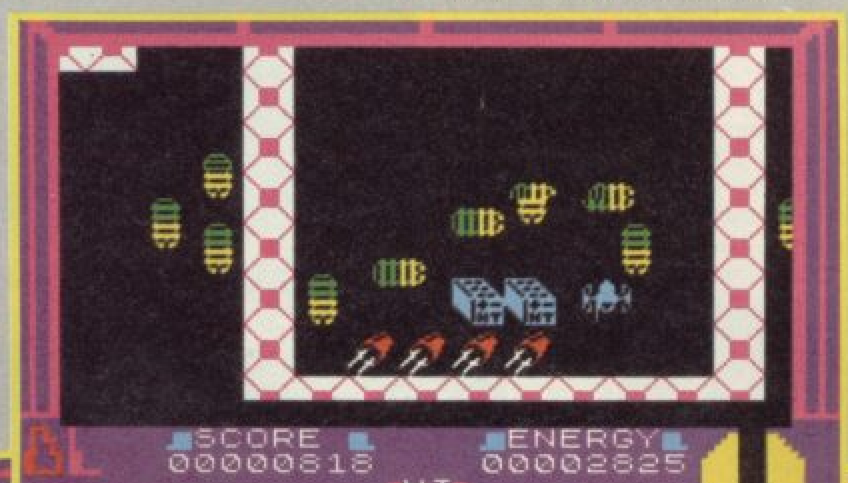
DROIDZ Label: **Silverbird** Author: **David Lyttle**
Price: **£1.99** Memory: **48K/128K** Joystick: **none**

GRAPHICS	SOUND
71	55
94	90
PLAYABILITY	LAST ABILITY

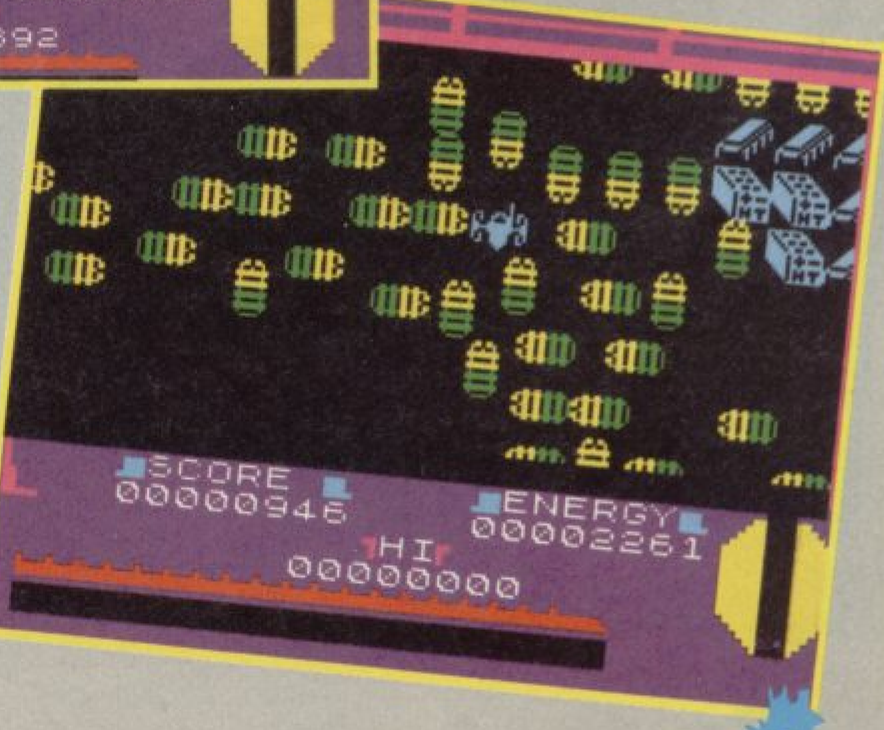
Brilliant budget *Gauntlet* **clone, plenty of fun for the solo explorer**

Reviewer:

OVERALL **91**







BARB



Huh! Roar! Swipe swipe! Spurt! Bleed! Drip! Various other violent sounds and more abound in this latest gift from ol' software supremoes, Melbourne House. I know that there are some of you (and I know who you are) who are going to say, "We've had that one already, and Palace did it, not Melbourne House." Of course, you are completely wrong, as usual. **Barbarian** is *acktuerly* the official conversion of the Amiga smash that caused such a storm with its incredible graphics, digitised sound and revolutionary icon-driven system. Now, slightly toned down, it has found its way to the jumble 8-bit market.

You play the gallant, but incredibly thick Hegor (not Hagar, as we printed last month, sorry), who bills himself as the famous dragon-slaying-monster-mangling-barbarian. He's been given the task of ridding the world of the evil wizard Durgen, who is hidden in a room at the bottom of the very deep dungeon of, er, Tharg or something.

You begin your quest out in this wilderness, just a few screens' walk from Milton Keynes. Ha! it was a joke and you fell for it! I mean the dungeon. As this screen is empty, now is a good time to get used to the control method. Along the bottom of the screen is a series of icons, used to control your on screen counterpart. They are, left to right: Walk left; Climb up stairs/ladder; Climb down stairs/ladder; Walk right; Stop movement; Do a forward somersault; Run in the direction you're facing; Use weapon/item in hand; Backward somersault; Drop everything and flee.

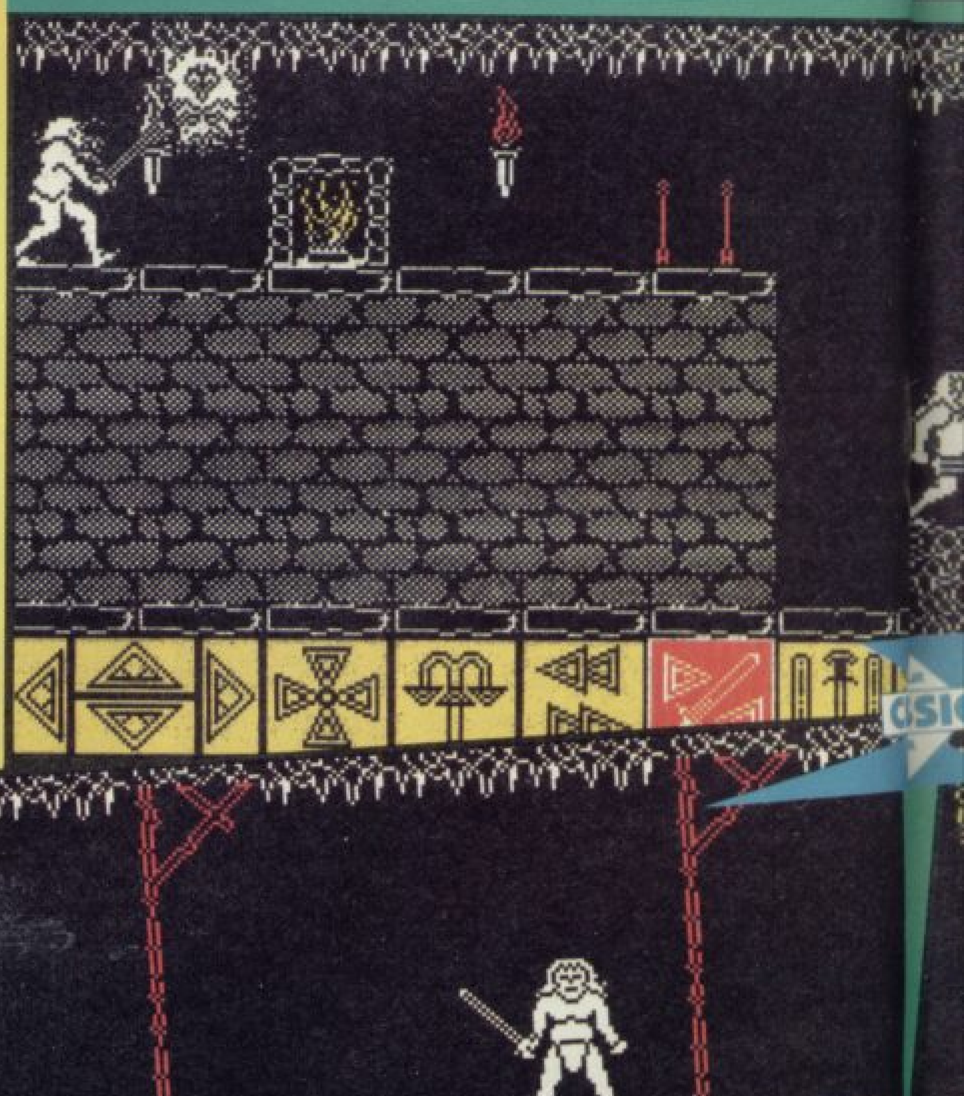
Another series of icons can be called up by pressing 'space,' this is the one that controls all the items in the game. With it you can pick up and drop items, and ready them for use too. Next to the icons are graphical representations of what you are carrying, how many arrows you've got and a lives counter.

There are 3 types of weapon in the game, but usually you only start with one of them, the sword. (See box for more details).

To hinder you as you rush madly about the mazelike dungeons, which, incidentally, are huge, so a map of some description is definitely called for (A signed photo of me to the first person who can deliver









FAX BOX

ARCADE REVIEW

BARBARIAN Label: **Melbourne House** Price: **£9.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
86	70
93	89
PLAYABILITY	LAST ABILITY

Barbaric hack- slash and shoot-'em-up. A must buy

Reviewer: Tony Dillon

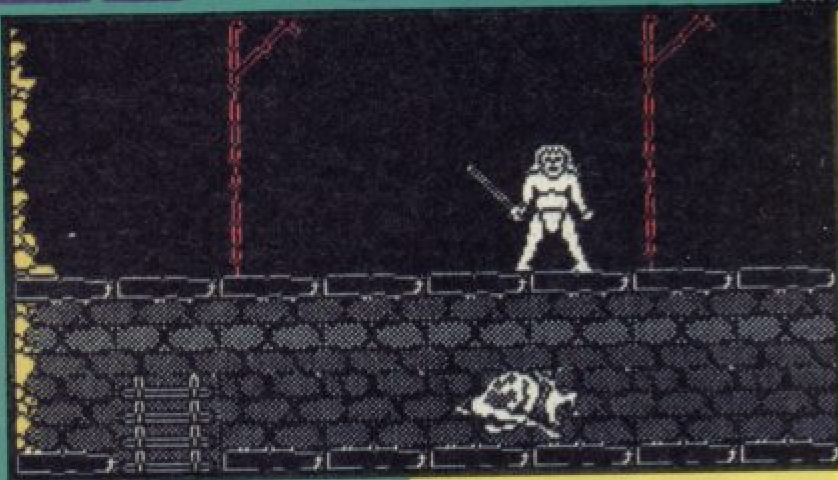
OVERALL **92**

10 20 30 40 50 60 70 80 90

ARIAN





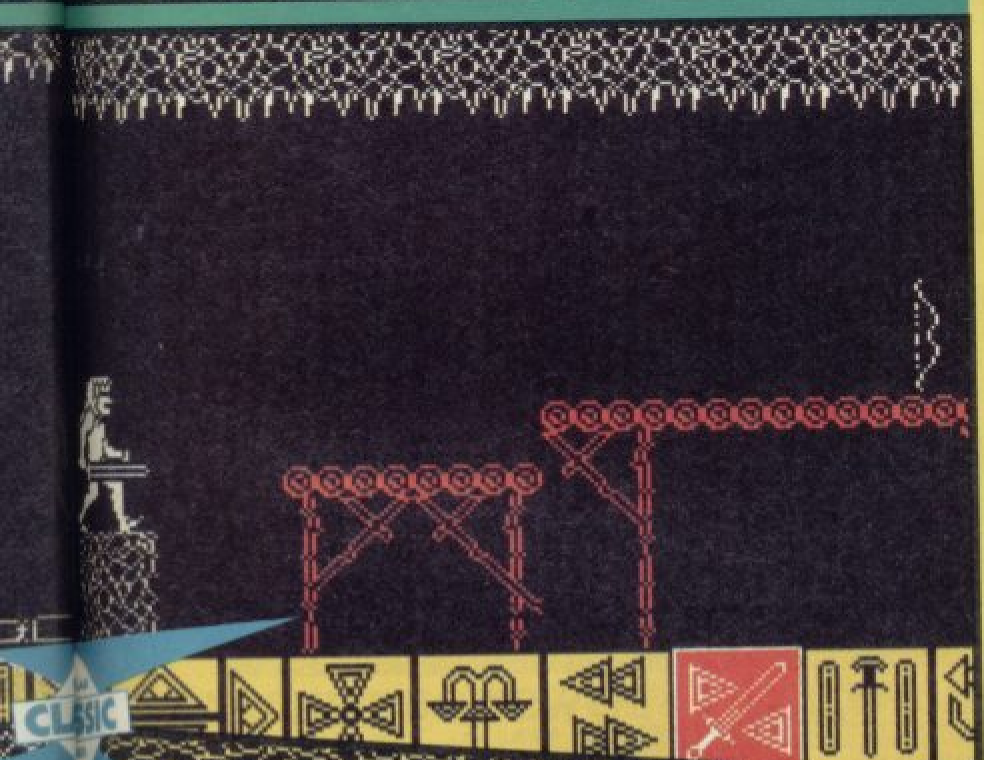


close to them, so the sword is needed, along with some very good reflexes.

As I have said, the map is huge, and after a little practice, you'll find yourself having some very long goes and getting incredibly far into the game, which does lead to extreme frustration when you die after climbing down the final ladder in the game and get nabbed at the bottom. It was almost enough to make me say something naughty, like, "Oh bum," and I don't say naughty things very often. (B****** – TH).

The sound has suffered quite a bit from the porting between machines. All the amazing digitised Amiga noises sound as if the main character is walking through a pile of dry leaves, though some very nice echo effects have been used.

I love **Barbarian**. It plays like a dream, and has just the right blend of arcade action, adventure and strategy to be appealing to anyone. A must buy for any self respecting Speccy owner. Either that or splash out £425 and get an Amiga and the game. I know which I'd rather do■



one. You are attacked by all manner of nasties, all depicted wonderfully. All the graphics in the game are great, though some of the animation leaves a lot to be desired. The main sprite, for example, walks just like something out of *Thunderbirds,* and he runs, ha! I can't describe it! The best that I can do is that he jerks his head around, his arms swing madly and he has the habit of slashing himself in the face. Very comical, I must say.

Different weapons are needed for different nasties. Some swing axes and clubs, so they have to be taken out at a distance with the bow. Some won't move until you are very

CLASSIC



HINTS AND TIPS

- **Pace yourself. There's no time limit, so make a habit of pausing as you enter the next screen to take a good look at what you're fighting**
- **Always have the fight icon selected as you enter a location in case there's something nasty waiting for you**
- **Beware of traps. Occasionally, a large spiked trap will fall on you, or a bridge will collapse beneath you. On the third screen from the start location there's a trap, so make sure you run across the screen. On the first wooden screen you come across, the middle section of the bridge collapses, so count across 8 logs from the left and then do a forward somersault to clear the bridge. The bridge next to the Bow (when you find it) collapses too**
- **Make sure you have the right weapon. It's no good trying to fight a beast that has a longer reach than you with a sword. It's also pointless trying to shoot a beast without any arrows**

1 SWORD The only item you start with, useful for taking out slow movers
2 ARROWS Scattered everywhere, but they're no good without a bow
3 BOW Used for taking out baddies at a distance. No good without arrows
4 SHIELD Used to defeat Durgen. He'll fire a bolt of energy at you, and you must use this to deflect the bolt, which will then kill him. Simple eh?

TRACKSUIT MANAGER

ARCADE REVIEW	FAX BOX	
	TRACKSUIT MANAGER Label: **Goliath Games** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **various**	
GRAPHICS 80	SOUND N/A	***The best ever managerial game. The one your Speccy has been waiting for***
PLAYABILITY 95	LAST ABILITY 93	Reviewer: Tony Dillon
		OVERALL 93

The idea behind **Tracksuit Manager,** as with all the other footie sims, is to guide your team to victory in both the Nations Cup (otherwise known as the European Cup) and then the World Cup. The entire game is set as a huge loop, first you play through the Nations Cup, and then you go through the World Cup which takes 4 years altogether (game time, not real time, this isn't **Football Director 2,** you know). I can quite safely say that **Tracksuit Manager** is the best of its genre, as this is an area that's relatively untapped. As far as I can remember, the only other games to cover this field are **World Cup Manager** and **International Manger.**

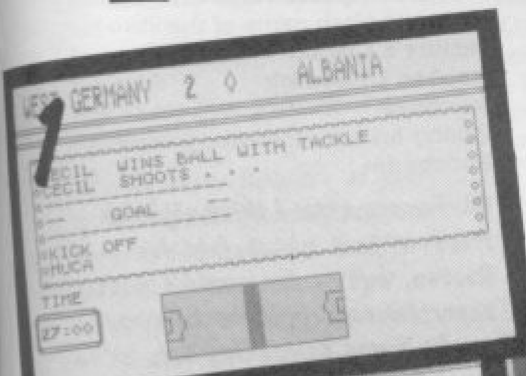
The entire game, as you may have noticed, is set out in the form of windows and boxes and all looks very neat. The screen presentation is top rate in all respects with the programmers making full use of different sized lettering and very tasteful colour schemes.

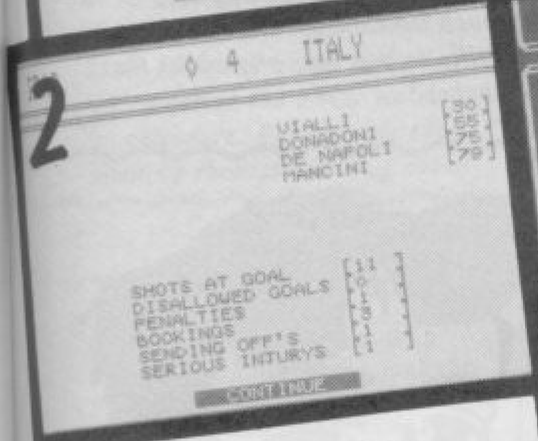
TSM is, unsurprisingly, menu-operated, with any available commands contained in a little window at the bottom of the screen, and a joystick is used to cycle through and select.

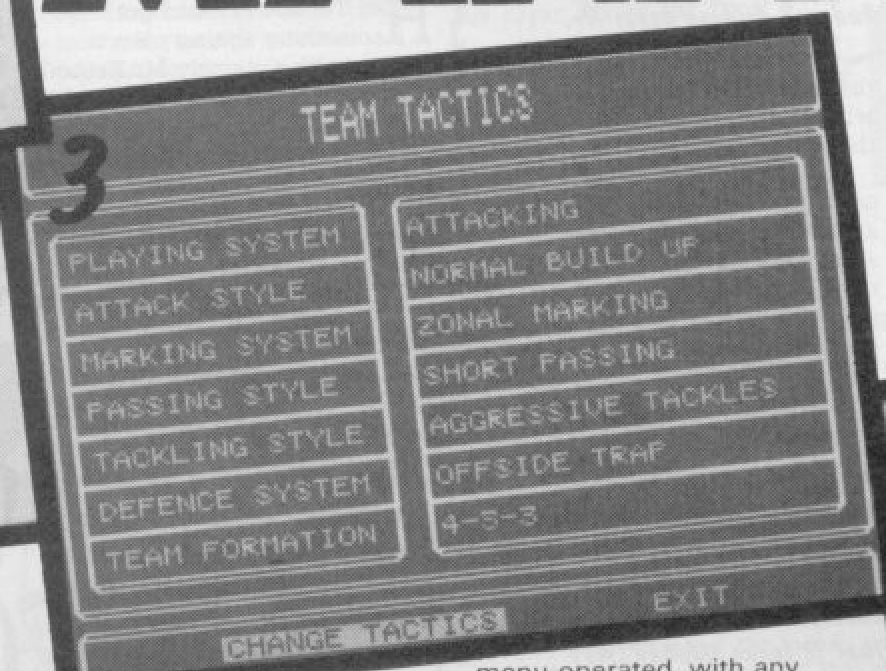
The depth of strategy in **TSM** is what makes it stand out way ahead of the rest. That and the amazing technical specifications. You have all the usual options of who you want to put where, as is to be expected, and there is a lot more. You can give overall instructions to the team, such as how you want them to play (i.e. attacking or defensive), and you can tell them how long to keep their shots, long for distance, short for accuracy, and more besides (see box). Then, to add even more depth, you have an individual player tactics screen, with which you can tell each player individually what to do, such as stay up, take penalties and so on.

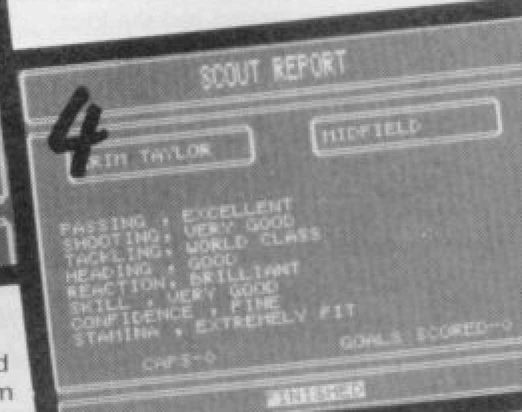
The match itself is completely different to anything else you might have seen before. Instead of high res full colour graphics, you get a small drawing of a pitch with a highlighted strip to show the area in which the ball is currently residing. Above the box is the thing that sets **TSM** away from anything else ever seen on any other football game. A continuous flow of text gives you a running commentary of exactly what is going on. If you've ever played **Football Director** for a few hours, you'll know the frustration of waiting for that winning goal to come up on screen. Goliath has managed to cram an awful lot into the 48K Speccy. Unfortunate though that the newspaper reports have had to be dropped. However, they have managed to get (huurgh deep breath) over 800 'real' players with all the same statistics as they have in real life, 54 computer managed teams, 'intelligent' opponents and 2 spelling mistakes ('subtitute' and 'penaltys'). Afte all this, I have been told, there were only 2 spare bytes left, and the general Goliath joke is, 'How come you've still got two bytes left?' . . . Har-de-har-har.

TSM is brilliant. It's got everything a good strategy game needs. Good, clean layout, good game speed and it's very easy to use. Buy it■









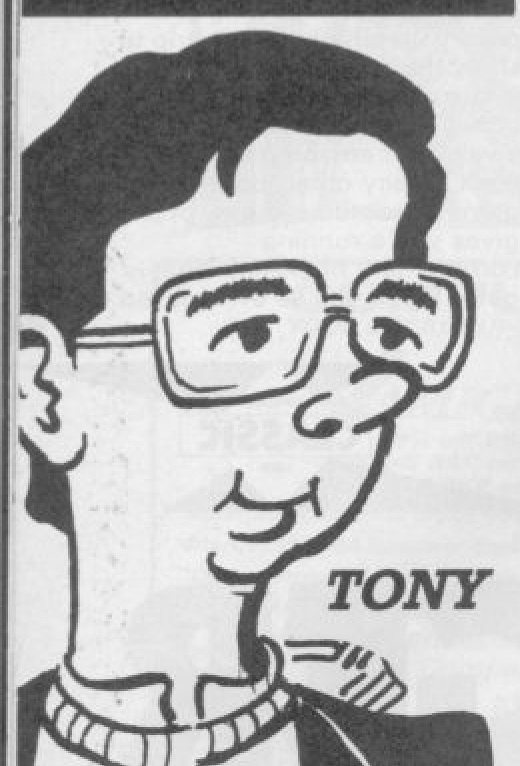
Screen 1: MAIN SCREEN
It's on this screen that you select the players you want to have on your squad, you accelerate past dates you're not playing in, and gain access to the diary and cup details

Screen 2: DIARY SCREEN
It's here you arrange friendly fixtures with opposing teams and check up on any forthcoming matches

Screen 3: TEAM TACTICS SCREEN
Here you can alter the overall tactics of your team such as formation, playing style and tackling style

Screen 4: PLAYER TACTICS SCREEN
This is where things get really heavy. (Metallll). You can tell players who to mark, where to stay on pitch and how long to kick

IF you reckon we're talking rubbish don't just stand there . . .
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BIONIC COMMANDOS

Bionic Commandos, what can I say? Plenty:

This game got me so engrossed I started acting like a monkey after just a few goes and also sang the song that Coco the monkey sings in the Coco Pops advert. The 128K music is beyond belief, the best I've ever heard coming out of a Speccy. There is little attribute clash and the action moves at a break-neck speed. The presentation is excellent with separate 48K/128K versions. If this hasn't persuaded you to go out and buy it, let me mention the compulsive gameplay and the terrifically addictive qualities that the game holds, I can't write any more, I'm getting withdrawal symptoms, aaaarghh!

Vikas Pandey
Rochdale
Putting his fiver towards: **Earthlight**

Tony Dillon says: Um, sorry? Were you talking to me? I didn't review Bionic Commando actually. Tamara says: Didn't you? Are you sure? Oh, well, I'm sorry, er, can we send this review over the page to Jim's section then, he always good to blame. Andrea! Can we do that? Andrea? Andrea says: No.

DAN DARE 2

Only giving seven stars to **Dan Dare 2** is the biggst mistake SU has ever made (No – that was employing Tony Dillon – Ed). The person who awarded the marks needs his head examining (HER head! – Tambo). OK, it's not a Classic, but the graphics and playability deserve 9 out of 10. It's a hard game, particularly the Gravity Generators. **Dan Dare 2** is the best game released by Virgin.

Neil Griffiths
Derby
Putting his fiver towards: **Bedlam**

● ***Tamara says: Me and Tony Dillon agree (for the only time ever) that Dan Dare 2 was a bit of a disappointment. The control was difficult, the main character was too hard to make out, and although the backgrounds were wonderful, the gameplay just wasn't up to the same standard. Sorry to interrupt your letter so much, but it's getting towards the end of the day and we're all sitting around with our cups of tea telling silly stories. Hope you don't mind.***



TAMARA

RASTAN

Has Tamara Howard got something against men in leopard skins, namely Mr Rastan? (No, but she wishes she had – Mr Smutty). This game deserves a Classic! The scrolling is beautiful, and the enemies are cool (but it's a pity the lions lost the snakes off their backs, which they have in the coin-op).

The knife-throwing skeletons are well wicked, and all the weapons are there – axe, mace, broadsword, firesword. Give the hack-and-slash game of the century a Classic!

Stephen Chadwick
Stamford
Putting his fiver towards: **Target Renegade**

● ***Tamara says: I think eightish stars is just about fair for Rastan, but as the world's most expertest expert on the coin-op, maybe I was demanding too much from the Spectrum version. Still, as you say, pity about the snakes.***

INDIANA JONES

Er...umm...yes...well to tell you the truth, **Indiana Jones** is rubbish. It's massively over-priced, and only deserves four stars, or even three. Graham Taylor must have banged his head in boredom on to the screen, and after coming around had the idea of giving **Indiana Jones** (cough... splutter...) 9 stars.

But don't worry, Graham, I think you are a very good reviewer, with this one exception.

Benjamin Lynes
Great Yarmouth
Putting his fiver towards: 720°

● ***Graham says: I do recall a certain dazed feeling after reviewing Indiana Jones, but I think it was the result of a long lunch rather than a bang on the head. I think your comments are altogether too harsh. I suppose they call you Hard Lynes. (Tee hee).***

CYBERNOID

You will never believe this, but upon reading your review of **Cybernoid,** I ran out and bought it. (Which is believable). But when I returned and loaded it up, I found that it was sutter s**t! (Not believable). Gasp! Horror! Men in white coats!

To get to the point (Yes, if only you would – Ed), the graphics are the best, the sound is better, but where on earth is the gameplay, the addictiveness?

I looked behind the gun emplacements, the missiles, the spaceships, but... nothing. Although I bet zillions disagree, think of gameplay, as well as graphics, in future.

Ian Kershaw
Lancs
Putting his fiver towards: **Target Renegade**

● ***Graham says: AAARGH! What exactly do you WANT?! You get great graphics, great sound, and plenty of slam-bang shooty-shooty action, and you complain that it lacks GAMEPLAY! (Actually, the gameplay is hidden behind the waterpipes in the third washroom along in the Chamber of Zarg).***

SOCCER BOSS

How on earth could you have given **Soccer Boss** ANY stars? This game is utter crap. I couldn't believe how bad it was. I think Graham Taylor was right in giving it the lowest possible rating. **Football Manager** is a hundred times better. A game like **Soccer Boss** shouldn't be allowed on the market.

On last thing, would you kindly warn us if there is going to be another game like **Soccer Boss**?

Stephen Thorburn
Dumbarton
Putting his fiver towards: **Match Day 2.**

● ***Graham says: We have now decided to set up a nationwide alarm system which will warn Spectrum owners when games as bad as Soccer Boss are to be released. When you hear the sirens and see the special warning sign (below), make your way calmly to the lead-lined shelters, and remain there until the game in question has disappeared from the shelves. You can then emerge in perfect safety.***





GRAHAM

The WRITE STUFF?!

PREDATOR

Flicking through your mag as I do every month, I spotted your review of **Predator**, which you gave a Classic. Due to your usually excellent reviews, I decided to buy it. After playing for about a minute, I realised what a total ripoff this game is. Stripping away the beautiful Arnie sprite and detailed background, all there is left is the sort of budget game you would buy and play only once, and wouldn't admit to your friends you had bought.

Loading is extremely tedious, seeming to last hours, so there is no incentive to load it again.

Come on SU, let's never let this happen again please. This aside, I think your mag is great, and the Megatapes set you aside from the opposition.

James Marrison
Epworth
Putting his fiver towards: **Target Renegade**

● ***Jim says: Because of your kind (and totally true) comments towards the end, and despite the fact that Predator didn't actually get a Classic at all, we've decided to let you off the hour sitting in the Horrid Spikey Chair of Agony which lurks in the corner of the office waiting for offenders. But this bit about 'flicking through the mag every month' is a bit suspicious; you're not one of those deviants who take it off the shelf in W H Smith's to read the best bits then buy Bums and Motorbikes Monthly instead. You want to sort out your priorities.***

SOLDIER OF LIGHT

Aha ha. A ha ha ha ha. It was a joke, wasn't it? Yes, of course it was. Must have been. I mean, who in their right minds could give a chunky, blocky, unresponsive and generally revolting game like this 6 stars? You did. Jim Douglas. You talentless vonk, you. You wouldn't know a good game if it knocked at your door, sat on your head and screamed 'Oooflaaaflaaa!' at your neighbours.

I was a fan of **SoL** in the arcades, and eagerly awaited the conversion. A nice colourful one. What did I get? A crap, monochrome, totally unplayable dollop of bleeugh. 6 stars is 6 stars too many, if you ask me.

Obviously a rush job.

Leigh Loveday
West Glamorgan
Putting his fiver towards: **Dark Side**

Jim says: If you think about it as an ordinary sort of game, not a conversion of anything, it wasn't that bad, I've certainly seen worse in my time. As it was though, I felt six stars was about right, it's not a particularly close conversion of the original.

TARGET RENEGADE

I think **Target Renegade** is really ace. I saw your 2 page preview of it in June's edition of Sinclair User and went straight out and bought it. The graphics are excellent and the gameplay's even better. Beating up anyone in sight with a sledgehammer or various other weapons, and the two-player against the rest idea is great. The only problem is I find it much too easy. After about 8 goes on it I completed it. Despite this, I still think it easily deserved the Ten stars you gave it.

Scott Pinnell
Coventry
Putting his fiver towards: **The Flintstones**

Jim says: Praise the Lord! I thought no one would ever agree to anything I said ever again. I thought Target Renegade was fab, all that violence and maiming and, and, everything. And I'm glad that I got it right as far as you were concerned, lick, slurp, grovel.



JIM

THE EIDOLON

In your Mag No 76 you did a review of **The Eidolon** and you only gave it a measly, rubbishy no good, hopeless, dumb 79%. I think that you are absolutely bonkers, dumb, crazy and I think that you should probably be shot.

When I first played this game on a friend's computer I thought that it was a full price game. I was just ready to go out and spend ten quid on it, but then I found it was only £1.99.

All of you cool dudies out there, go and buy this super graphics, brilliant, playability, superblastability, ultramegacool game. I think that it should have had at least 101%. When I bought it I couldn't leave it alone. Go on SU, you can do better than this.

Martin Bostock
Birmingham
Putting his fiver towards: **Another copy of The Eidolon**

● ***The Eidolon was a re-release, so we couldn't really give it full marks, but we did like it, we didn't slag it off, so what are you complaining about?***



CHRIS

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 15 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name..

Address..

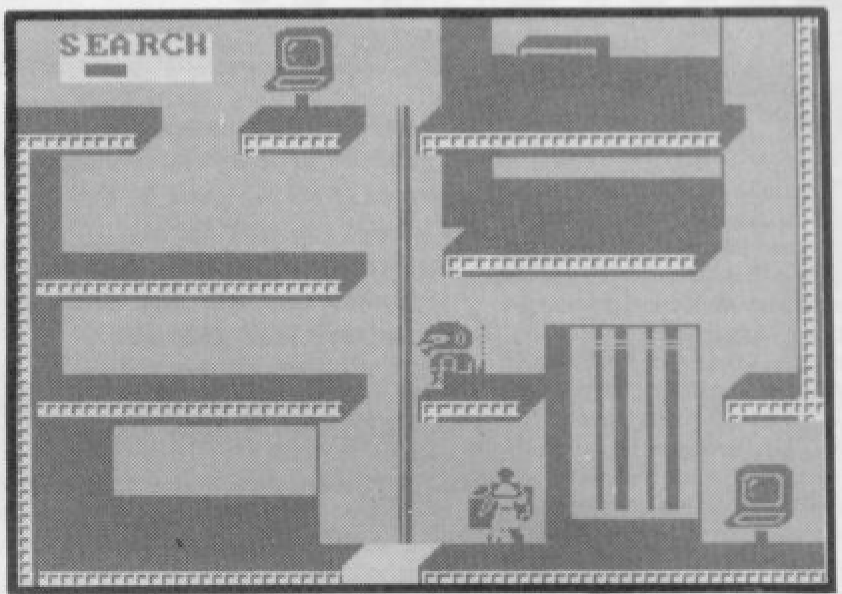
....

I'm going to put my fiver towards..

....

*Reviews supplied without full name and address will not be considered for publication.

IMPOSSIBLE MISSION 2





What has basically happened, as far as the plot of **Impossible Mission 2** goes, is that Elvin is back, and he's set up a huge missile silo. Playing Agent 4125 once more, you must try to (a) close down the 8 towers, (b) avoid all the robots and (c) get to the evil professor.

The game is very much in the same style as **Impossible Mission,** with nearly all the same features. You remember, all the rooms connected by lifts and all the rooms made up of platforms, lifts and roaming robots.

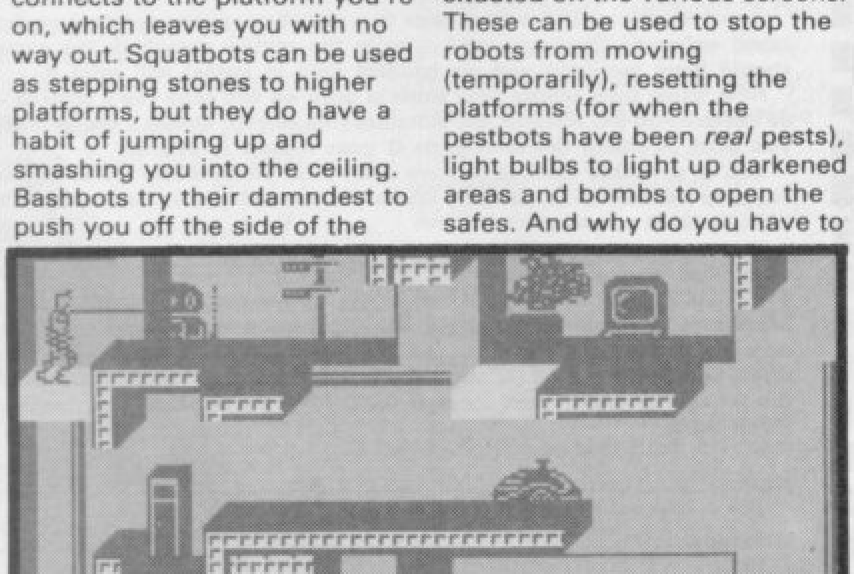
There are more robots in this game then in the original, and most of them are really nasty beggars. Minebots lay mines on the floor behind them as they travel the walkways. Pestbots are just that. They have a habit of walking past you and then moving the only lift that connects to the platform you're on, which leaves you with no way out. Squatbots can be used as stepping stones to higher platforms, but they do have a habit of jumping up and smashing you into the ceiling. Bashbots try their damndest to push you off the side of the platforms and down holes. Suicidebots do exactly the same thing, except they have a nasty habit of jumping with you. Shades of *Lethal Weapon,* methinks.

To escape from each tower, you have to collect a 3-digit number. Separate digits can be found in much the same way as in the predecessor, by searching the furniture. Also in the furniture can be found passwords which are inputted to the computer terminals situated on the various screens. These can be used to stop the robots from moving (temporarily), resetting the platforms (for when the pestbots have been *real* pests), light bulbs to light up darkened areas and bombs to open the safes. And why do you have to open the safes? To get the bits of the melody which you can then use to operate the doors to Elvin's personal lift.

To edit together the bits of tune, and indeed to put together the three digit code, you have to use your pocket computer. Slightly upgraded from the original computer, this one now features a tape recorder with full splicing facilities, and a number processor. All accessed by the little icon of Mickey Mouse's hand, in the same way as the original.

The graphics for the main sprite are the same as those used in the original, but this is where any similarity ends. The robots are dull and by no means as well animated, the long, frazzly, crackly lasers have turned into thin, straight lines and the lift moves at three times the speed. No bad thing you may say, but it's at the expense of sound. The game is almost completely silent. A slight tap-tap noise is used for the Agent's footsteps and a slight buzz for the lasers. Even the scream that yer man lets out as he falls down a hole has been ignored.

Unfortunately, **IM2** is nothing for US Gold to be proud of. I was very disappointed, and I can't think that anyone who buys this game will have cause to feel anything else■



ARCADE REVIEW

FAX BOX

IMPOSSIBLE MISSION 2 *Label:* ***US Gold*** *Author:* ***Andromeda*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
45	12
60	40
PLAYABILITY	LAST ABILITY

Disappointing sequel. Arcade action and puzzle solving

Reviewer: Tony Dillon

OVERALL **46**

10 20 30 40 50 60 70 80 90



AAAARRGH!! WHERE'S SUPER THIEF?!

ÖUTL

On the



SKERWOOSH

All right, all right! We confess that the only reason we did Outlands On The Move this month was so we could buy all these g-r-e-a-t toys and claim them on expenses. Ha-ha!

Let's face it. No-one can afford big toys these days, thanks to Thatch (What is this – Speakers' Corner?) so you've probably got to make do with slightly smaller ones. Check out the 'pick' of the crop.

1) TUFF GUYS MOTORIZED ATC VEHICLE:

£1.47

Oo-ee-oo! Spooky riderless clockwork all-terrain motorbike thing. Pull it back and watch it go! Fast enough to hurt the cat

2) VW TURBO PENCIL HOLDER AND SHARPENER

£1.00

Simply atrocious moulded plastic monstrosity. Doesn't even hold pens properly. Ask yourself which you'd rather have, ⅔ of an issue of SU or this?

3) PEDESTRIAN CROSSING PENCIL SHARPENER

A bargain from any WH Smiths. Sharpen your pencils the Highway Code way, but remember to look both ways first

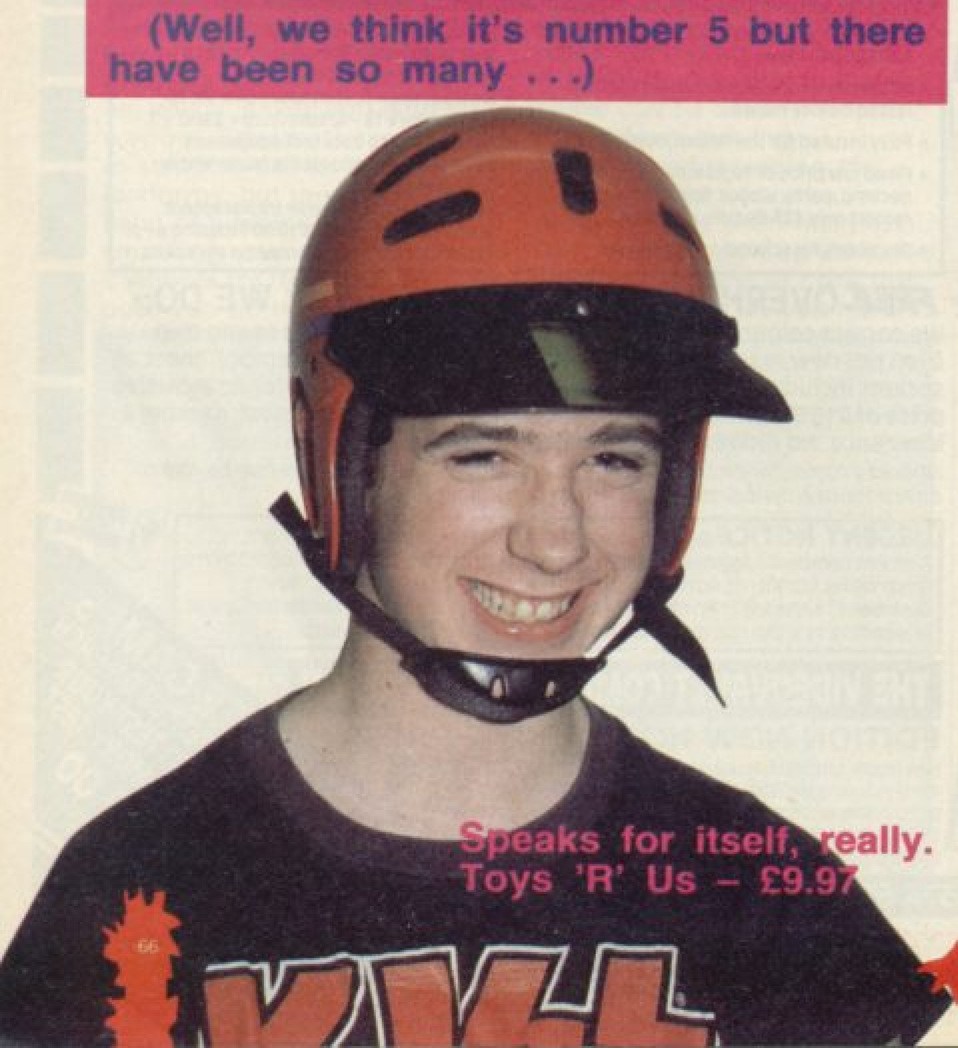
4) POCKET ROCKETS

£2.49 EACH

Outlandishly expensive pull-and-go cars designed by a loony Italian and the doors don't even open. Ornamental, and a touch poofy

THOROUGHLY RIDICULOUS HEADGEAR 5

(Well, we think it's number 5 but there have been so many . . .)



Speaks for itself, really. Toys 'R' Us – £9.97

F A C

September used to be called September because in the old days before they had calendars that worked properly they used to think it was the seventh month and so they called it after the French word for seven which is, of course, Sept

5th – Labour Day in America! Hurrah! Good bless Uncle Sam. Lots of hotdogs and girls twirling batons and Budweiser (not twirling it, um, drinking it probably) in order to celebrate people who work on building sites

8th – The Blessed Virgin Mary. (So there)



ON YER BIKE!

If you haven't had enough of BMX bikes by now, you must have an extremely high patience quotient.

Time to look for something new in the pedal arena. Now, Mountain Bikes have got a bit of a reputation for being semi-naff and it has to be said that most of them do look a bit like a designer's nightmare and a bit of a 'big boys' toy.

So thank heavens that Raleigh have finally decided to produce a whole range of the whizzaway machines that look great and do the job as well as – if not better than – any others around.

The idea behind a Mountain Bike is that you can use it absolutely anywhere. They've all got sophisticated gearing systems like racers, but whereas your average racer's wheels wouldn't be able to stand even the slightest bump, you can slam a Mountain Bike around like there's no tomorrow. Up bumps, over dips, into trees and the blessed thing won't complain.

Raleigh have been making bikes for simply ages and have got pretty good at it. Their range includes four bikes which look totally great and a further four which are a bit poofy and designed for the City Gent type.

Raleigh are keen to call their machines All Terrain Bikes, and of the whole bunch, we reckon the Mustang is the toughest-looking. It's got 15 gears (count 'em!), cantilever brakes and even a water bottle for your Irn Bru.

Prices at your local dealer■

ANDS
e move!

T S !

No-one has ever got confused and tried to hold a bonfire night on the 5th September, even though it sounds just like November

21st – Yom Kippur. Jews around the world celebrate the fact they they can still get a nice bit of Kipper for breakfast. "Yom, yom. This is tasty," they go

28th – Ember Day. Everyone in the world links hands and sings, "You must rem-Ember this ..." (No they don't – GT) OK, we confess we haven't a clue that Ember Day is

GETTING THE WIND UP!

The thrill of the wind in your hair, the spray in your face, the rubber wetsuit against your legs.

Ugh – Yes, it's a pretty exciting life being a full-time windsurfer, but needless to say, most of you will never get the chance to choose such a relaxing career. So those people at Thorpe Park (Staines Road, Chertsey, Surrey KT16 8PN) have got together a complete windsurfing programme and anyone can have a go!

This is how it works: You pop along to The Park (Staines Road, Chertsey, Surrey KT16 8PN) and a little man in an orange jacket will grab you by the collar and ask if you've got an RYE Certificate. You will say, "No" – unless you've been before – and then for a mere £30 you'll get a whole day's worth of tuition.

In the morning they teach you about the theory of the business, standing up, what the sail does etc. Then you get to spend a couple of hours on the simulator, which is a board on dry ground; just to get used to the balance and things like that without getting drenched every time you fall off. Finally, in the afternoon, you get to sail the board on the water.

Now, at the end of the day, if the instructor thinks you're good enough, he'll give you one of these RYE things which proves that you are safe enough to be let out on the water on your own without coaching.

Once you've got a certificate, you can rent a board at Thorpe Park (Staines Road, Chertsey, Surrey KT16 8PN) for £10 for either a morning or afternoon, £7 for an hour or £15 all day■





NOW THAT'S WHAT I CALL ENTERTAINMENT! (OH, OK, ITS ANOTHER DEF LEPPARD FEATURE)

Well, the Lepps finally did it. After 9 years of recording music vids, they have finally come around to putting together an official HM tape, containing the entire video history of the band. At least, that's what it promises. What you in fact get is 90 minutes of rock played only the way the Lepps **can. (What, very badly? – JD).**

Starting with the first ever Leppard vid filmed for Top of the Pops in 1978 (never screened), you then trace your way through Let it Go **and** High and Dry. **1980 unfortunately was the time for bad haircuts and shocking miming.**

Closely following are five tracks from the Pyromania album, and this is where some creativity began to creep into the lads' videos. Photograph, **for example, follows the death of a fan of an attractive movie star, who bears a striking resemblance to Marilyn Monroe. If you are sitting there and saying, I don't like** Def Leppard, **so why should I buy this video, then it's worth getting the tape to see Joe Elliott being tortured in the** Foolin' **video, on a large electrified triangle, and then in** Bringin' on the Heartbreak, **where he hangs on none other than a crucifix.**

Finally, we come to the Hysteria **tracks. Without exception these are great, and are all very well filmed, with some tricks not normally used! In the** Hysteria **video, for example, the song was mimed at double speed, then the film was played back at half speed, which created a very attractive effect and was still in time with the song. (I'm sure The Police did that ages ago – JD)**

Between each song is a Charlie Chaplin like series of captions giving a brief history of each vid, giving the whys and wherefores of the track. It's a shame there's no interview footage though.

One more thing, if you have the video, keep watching after the credits roll at the end to see the unlisted surprise video, the new one (at the time of writing), Love Bites■

CODE TALK

ANDREW WHITTAKER – internationally renowned for his work at *Graftgold* and his involvement with Flying Shark **and** Magnetron, **has announced his** shock **decision to** quit ***Graftgold*** **and move to *Software Creations* where he's going to work on** LOTS **of** SECRET **new projects. We twisted his arm and made him tell us what makes him tick . . .**



HE LAUGHS IN THE FACE OF HEALTH FOOD!

Favourite food? Well, it's got to be curry, really. With a few chips and some rice from the local take-away washed down with – ooh, a can of Coke. Great.

BUT HIS DIET ISN'T AT ALL SAMEY!

Ooh, when I had lunch with Tamara, who came down to have a look at **Flying Shark,** we went to a really posh place. There was lots of great stuff on the menu, but we went for Sausage and Chips!

HE LIKES TRAINS!

Oh yes. I spend lots of time on trains. Whenever I manage to get a break from coding I like to travel all over the country on a train to visit friends. I especially like to see Clare in Carterton (hello Carterton). I also try to spend as much time as I possibly can with my cousins Lisa, Gary, Simon and Robert so we can spend lots of time swapping gossip and scandles.

HE'S ANOTHER PERSON WHO DOESN'T HATE TOLKIEN!

I bought a copy of **The Hobbit** from Melbourne House for the Spectrum and thought I might as well read the book too. It was wonderful. I was so impressed that I got myself **Lord of the Rings** afterwards, which now comes Number 2 in my all time favourite books.

HE'S A SCRUFFY SOD!

I think I've probably spent a couple of years at the Bob Geldof school of fashion and have turned the state of being scruffy into a real artform. I'm not really that interested in clothes or fashion and avoid buying them at all if possible.

HE ALWAYS WEARS WHITE FOOTBALL SOCKS!

I always wear football socks because they are the most comfortable thing to wear with my Doc Martens.

HE DOESN'T HAVE A SERIES 7 BMW!

I don't drive a car at all in fact. I can't drive. I do have a pushbike though.

HE LOVES *STAR WARS*!

My favourite film of all time has got to be *Star Wars.* Actually I love all three in the series. They've got everything, good plots, great effects, plenty of action and excitement. What more could a man want?

THE ANDREW WHITTAKER TOP FOUR ALBUMS OF ALL TIME:

1) **Rock Anthems** (Compilation)
2) **Queen's Greatest Hits**
3) **Mowtown Chartbusters**
4) **Brothers in Arms** (Dire Straits)

HE'S DEADLY!

Of all the games I've ever seen, I think two stand out as being miles better than the rest. **Uridium** is just so mega and **Elite** has such depth I can't believe it. I was stuck with a Dangerous rating for quite a while, but I'm up to Deadly now.

HE'LL DO ANYTHING FOR A FREEBIE!

I love collecting freebie shirts, sweatshirts, mugs, stickers and anything else I can get my hands on.

HE TALKS TO OTHER PROGGERS – A LOT!

I use the phone a lot. I seem to be able to run up astronomical phone bills talking to other programmers. I think the longest ever was to Steve Turner. I ring him a lot, and we talk about the meaning of life and software deadlines.

Only one question this month, how to use Interrupts successfully on the Spectrum. And there's a routine to set up a digital clock. Don't say we never give you anything!!

HOW ... DO WE USE INTERRUP

What are interrupts?

Interrupts are an ingenious invention that makes the computer run far more efficiently in certain circumstances. Imagine a digital clock program, we need to count very accurately and then print out the new digits every time they change. This printing takes a certain amount of time and we must allow for this in our counting. It would be a lot easier if the processor could be doing something else – or even sat twiddling its thumbs – and be triggered when it was time to change the numbers. The following is an analogy to the way a computer interrupt system works.

Supposing you're playing your favourite computer game and mum has cooked the tea. You have been interrupted. You have to stop playing the game (drat!) and call out another activity. If the game you were playing had a pause key then you could come back later.

The interrupts that take place inside your Speccy work in just the same way to the real life explanation above. The computer ie. the Z80 microprocessor chip, is trundling its way through the memory executing a program and fifty times a second another chip signals to the Z80 to go away and do something else – a bit like your mum interrupted you while playing the game in the example. Now, you might well be asking what is so important to be interrupted fifty times a second? Well in the Spectrum, the keyboard routine has to be called at a precise rate in order for the repeating keys to work properly. If we didn't call the keyboard routines at a fixed rate, imagine the effect – you might press a key and find that it doesn't seem to work or, alternatively, pressing a key might make dozens of characters appear on the screen. This use of interrupts in the Spectrum is quite a simple application but before we can do other interesting things like digital clocks, we have to examine the theory a little bit more.

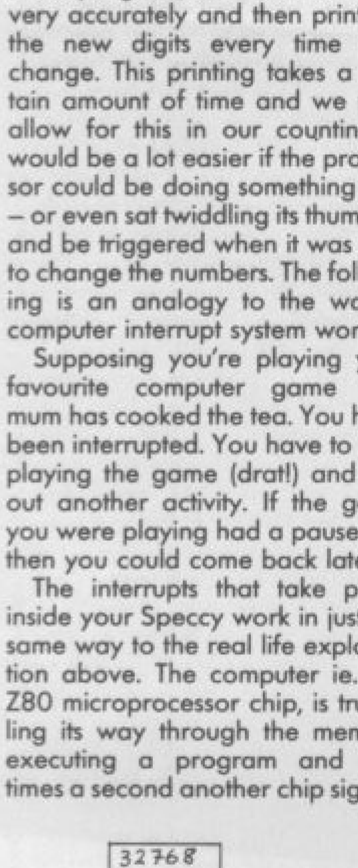


FIG 1. INTERRUPTED PROGRAM

Interrupts and the Stack

Pressing Pause will freeze the action so you can return to your game at a later date. Let's look at the way the Z80 does it.

Assume the processor is executing code between addresses 32768 and 65535 (in the Spectrum). Now imagine that the ULA chip has sent the signal to the processor to go off and do the keyboard routine which is stored in the lower part of the memory (accessed via a call/jump to location 38 Hex). For this example, assume that the interrupt occurs when the processor has reached location 39999 (Fig. 1). The instant it finishes the instruction – an 'INC HL' in our example, the next address is PUSHed on to the stack and the processor JUMP' to location 38 Hex (56 decimal). Now you can see that the processor will be able to 'RETurn' to its original place ie. location 40000 when we do a RET instruction at the end of the interrupt routine. Easy peasy isn't it!

Interrupts and the Spectrum

The Z80 has 4 types of interrupts, they are: NMI (Non-maskable Interrupts), Mode 0, Mode 1, and Mode 2 interrupts (Modes 0,1,2 interrupts are maskable). Going back to our little domestic example of interrupts, imagine if we locked out mum in the kitchen sneakily before we went off to play the game. When she started shouting at us we wouldn't be able to hear her and in other words we have effectively disabled any interruptions to our game. As long as we are holding the kitchen door key, we are in control as to whether we do or don't get interrupted. This is what we term 'maskable' means. The Z80 can control whether or not it wishes to be interrupted or not with the two instructions 'DI' – disable interrupts, or 'EI' – enable interrupts.

The other type of interrupt, the non-maskable variety, is not really usuable on the Spectrum because of a design boob in the operating software. With this interrupt, it is not possible to ignore it under any circumstances and so we can't use the DI or EI to control it. Of the 3 maskable interrupts, the Mode 0 type isn't very useful because it relies on special hardware hooked up to your Spectrum. Mode 1 interrupts are used in your machine to scan the keyboard but for our purpose, we will use the general Mode 2 type. Incidentally, the instructions to set the 3 modes of maskable interrupts are – IM 0, IM 1, and IM 2.

Using Mode 2 Interrupts

The Mode 1 interrupt is of no use to us because it always JUMPs to location 38 Hex to scan the keyboard. As this is in the Read Only Memory (ROM) part of the machine, we just can't get at it. Mode 2 interrupts are fairly difficult to understand for a beginner but this is how they work:

The ULA chip interrupts the Z80 fifty times per second and each interrupt . . .

1. The processor takes the contents of the 'I' register and forms a high byte of an address with it.
2. The processor now reads the contents of the data bus and uses this number as the low byte of the interrupt address.
3. From the sixteen bit address just formed, we read the byte stored there and the byte immediately following it, again forming a sixteen bit address with the numbers.

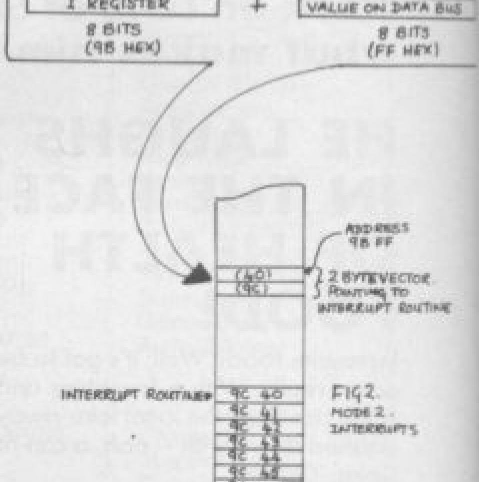


FIG 2. MODE 2. INTERRUPTS

4. This final address is where the processor jumps to.
5. At the end of this interrupt routine, a RET instruction returns control back to the originally interrupted program.

Mode 2 interrupts are technically referred to as Vectored Interrupts, and the first sixteen bit address formed is a pointer to a Vector table. The second address obtained from this table is the actual 'Vector'. Stage 2 above sounds a bit complicated because you might be saying 'what is this fictitious value on the data bus'? Well, without connecting complicated hardware to your computer, we can assume that the value on the data bus can be anything ranging from OOH to FFH (0-255 decimal). Now further Spectrum complications mean that the 'I' register can only hold certain values in order to ensure that the screen doesn't go all noisy. In practical terms this means loading the 'I' register with values between 128 and 255. Fig. 2 tries to illustrate the Mode 2 interrupt and make it a little easier to grasp.

Compiling a Vector Table

I like to put my table of jump vectors in the memory as follows:

Location:

FDFD JP ROUTINE

FEOO-FFOO 257 x OFD Hex

If I load the 'I' register with OFD Hex, whatever the low byte of the vector table address contains, the contents will produce the sixteen

THE HELL!!!

UPTS ON THE SPECTRUM?

bit number – OFDFD Hex. This is the address to which the processor jumps to and as you can see above, there is a jump stored there to my routine which will be in different part of the computer.

Digital Clock Routine

Right, no more theory just a program to finish off with. This is a clock displaying hours, minutes and seconds at the top right hand corner of the screen. Type in the code with an assembler from the source listing or enter carefully the decimal listing.. Ensure that the RAMTOP has been moved down to at least 65020 and once it's in, do a PRINT USR 65285 from BASIC to turn the clock on. To turn the clock off, do PRINT USR 65287.

To change the time with the clock, POKE the hours, minutes and seconds required into locations 65281, 65282 and 65283 respectively. Obviously it makes sense to set the time and then do the PRINT USR 65285 to turn the clock on at the selected time.

SPECTRUM DIGITAL CLOCK PROGRAM
By Steve Marsden © July 1981

```
          ORG £FF01             Start at 1 byte past the vector table

HOURS:    BYTE 0                The clock variables
MINUTES:  BYTE 0
SECONDS:  BYTE 0
FIFTIES:  BYTE 0                The interrupt counter
          ;
          ;
ON:       JR INT_ON             The 'ON' entry point
OFF:                            The 'OFF' entry point
          DI                    Ensure the maskable interrupts are
                                off.
          LD A,£3F              Make the 'I' register = £3F
          LD I,A
          IM 1                  Mode 1 interrupts
          EI                    Now turn them back on and return
          RET                   to BASIC
INT_ON:   DI                    Ensure that the maskables are off
          LD A,£FE              Set the interrupt vector register
          LD I,A                to the high byte of the vector
          IM 2                  table at £FE00 ie. I = £FE and
          ;                     set Mode 2 interrupts
          LD HL,£FE00           Now set up the table of vectors
INT10:    LD (HL),£FD           Store £FD in 257 locations
          INC L
          JR NZ,INT10
          INC H
          LD (HL),£FD           The last £FD goes in £FF00
          LD A,£C3              Now poke a JUMP instruction into
          LD (£FDFD),A          location £FDFD with the address
          LD HL,INT_ROUTINE     for the jump as INT_ROUTINE
          LD (£FDFE),HL
          LD HL, FIFTIES        Set up the fifties counter to
          LD (HL),50            equal 50.
          EI                    Turn the interrupts on and hey
          RET                   presto, the clock should be on.

INT_ROUTINE:                    Fifty times a second, the Z80 will
                                jump here.
          RST £38               First do the keyboard routine
          PUSH AF               Now save all the main registers
          PUSH BC
          PUSH DE
          PUSH HL
          CALL CLOCK            Call the main clock routine
          POP HL                Retrieve the register values
          POP DE
          POP BC
          POP AF
          EI                    Ensure that the interrupts are
          RET                   enabled and return to the
                                interrupted routine.
CLOCK:
          LD HL,£5818           Set the attibutes over the clock
          LD DE,£5819           digits to be bright red/white
          LD BC,7
          LD (HL),£57           £57 is the attribute
          LDIR
          LD HL,FIFTIES         Decrement the fifties counter
          DEC (HL)
          JR NZ,PRINT_TIME      If not zero, just print the time
          LD (HL),50            also restore the counter and go
          LD A,59               on to check the seconds counter
          DEC HL
          INC (HL)
          CP (HL)               If the seconds are less than 60,
          JR NC,PRINT_TIME      then just print the time
          LD (HL),0             else zero the seconds counter and
          DEC HL                go on to check the minutes
          INC (HL)
          CP (HL)
          JR NC, PRINT_TIME     Print time if minutes < 60
          LD (HL),0             else zero the minutes and check
          DEC HL                the hours counter
          LD A,23
          INC (HL)              Compare the hours counter with the
          CP (HL)               accumulator for less than 24 hours
          JR NC,PRINT_TIME      and print time if it is
          LD (HL),0             else reset the hours to zero
PRINT_TIME:
          LD DE,£4018           DE is the screen print address
          LD A,(HOURS)          A is the first pair of digits
          CALL PRINT_DEC        Print the HOURS
          LD A,":"              Print the colon
          CALL PRINT
          LD A,(MINUTES)        A is the minutes
          CALL PRINT_DEC        Print them
          LD A,":"              Print a colon
          CALL PRINT
          LD A,(SECONDS)        Lastly, print the seconds by
PRINT_DEC:                      dropping into the decimal printer
          LD,B£2F               B is equal to ASCII (0-1)
PD10:     INC B                 Repeatedly subtract ten from the
          SUB 10                accumulator and count each sub-
          JR NC,PD10            traction in the B register
          ADD A,£3A             Restore the last subtraction to A
          PUSH AF               This value is units in ASCII form
          LD A,B                B = tens in ASCII form
          CALL PRINT            Print them
          POP AF                Now print the units
PRINT:
          LD L,A                Make HL = A
          LD H,O
          ADD HL,HL             Multiply HL by 8
          ADD HL,HL
          ADD HL,HL
          LD A,H                Add in the ASCII character base
          ADD A,£3C             address which = £3COO
          LD H,A
          LD B,8                B is a counter for the 8 rows
          LD C,D                Preserve D in C
PR10:     LD A,(HL)             Get each byte of character data
          LD (DE),A             Store it in the screen
          INC HL                Increment the character pointer
          INC D                 Step down the screen a pixel row
          DJNZ PR10             Loop back 8 times
          LD D,C                Restore the screen address in DE
          INC E                 Step on by one character
          RET
```

DECIMAL LISTING FOR THE DIGITAL CLOCK ROUTINE
To be POKEed into the memory from location 65285 onwards:
(Reading horizontally)

24	9	243	62	63	237	71	237
86	251	201	243	62	254	237	71
237	94	33	0	254	54	253	44
32	251	36	54	253	62	195	50
259	253	33	53	256	34	254	253
33	4	255	54	50	251	201	255
245	197	213	229	205	66	255	225
209	193	241	251	201	33	24	88
17	25	88	1	7	0	54	122
237	176	33	4	255	53	32	27
54	50	62	59	43	52	190	48
18	54	0	43	52	190	48	11
54	0	43	62	23	52	190	48
2	54	0	17	24	64	58	1
255	205	140	255	62	58	205	155
255	58	2	255	205	140	255	62
58	205	155	255	58	3	255	6
47	4	214	10	48	251	198	58
245	120	205	155	255	241	111	38
0	41	41	41	124	198	60	103
6	8	74	126	238	255	18	35
20	16	248	81	28	201		

Here is a short BASIC program to enter these numbers:

```
10 LET A=65285
20 FOR N=0 TO 173
30 INPUT (N);"";X
40 POKE N+A,X
50 NEXT N
```

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

. . . WITH MY MULTIPRINT

I'VE got a 6 year old issue 2 rubber key Spectrum, a Micro Peripherals dot matrix printer and a multiprint interface. Recently the Spectrum has not worked properly with the interface attached – it crashes, stops dead etc.

I know it is my computer that is at fault rather than the interface because I tried it on my brother's computer (a Spectrum +) and it worked fine. Because of this, I am thinking of upgrading to a +3 and what I want to know is, will the multiprint work with this type?

Also, can you still buy the old pre-Amstrad 128K anywhere?

Simon Peel
Billingshurst
W Sussex

● You will not be able to use your multiprint with the +3, alas, but if all you're after is basic word processing functions than that the extra nifty stuff the multiprint does then the +3 centronics port should work just fine.

Old 128Ks do turn up here and there but not through the major retailers. Keep your eyes peeled in the Classified of this magazine for special offers of old Speccys – they do crop up sometimes. Alternatively the Microfairs which are held quite frequently in London are good for getting good deals on old Spectra. Or you could buy secondhand.

. . . WITH MY FLASHING

I have a problem! How do I stop a line from FLASHing? All I want to do is make a line flash for thirty seconds and then stop.
Um, don't know
Likewise

● This is supposed to be hardware – software is that Hewson fellow's department, down the corridor. But perhaps if the Ed's looking the other way, he won't notice me tell you the following line . . .

```
100 PRINT AT 10,0;FLASH 1;"This is some text":PAUSE 600:PRINT AT 10,0;FLASH 0;"This is some text"
```

does the job. Hope the union doesn't see this . . .

. . . WITH DUMPING GAMES TO TAPE FROM DISC

COULD you tell me where it is possible to buy a program that will allow a disc to tape backup (as opposed to tape to disc) and an on/off switch both for the +3?
Robert Dickson
Blackheath
London

● Hah! That's easy. The perfect device for you is the Multiface 3 which will convert from disc to tape no problem – but why would you want to do, it I wonder?

Haven't seen an on-off switch for the +3 since it does have reset I'm not sure anybody has bothered making one specifically – you could always try the mains I suppose.

. . . WITH MY STICKS

I'VE just purchased the Spectrum +3, which I thought could use either, or both the Kempston and Sinclair joysticks. But when I bought the Ikari Warriors **disc, I found that the Quick Shot and the Cheetah Mach 125+ will not operate on the Kempston port.**

Is there any joystick that will work on the Kempston port of the Sinclair +3?
C Mann
Skegness
Middlesex

● Goodness, I am confused. There is no Kempston port on the +3. If you've got an ordinary Kempston joystick interface, then most (if not all) joysticks apart from the Sinclair SJS range from Amstrad will work with it. However, the +3 doesn't have a Kempston port built-in as standard; the two joystick ports on the side are purely for Amstrad's less-than-excellent SJS1 or SJS2 sticks and you won't get anything happening if you plug in summat else.

. . . WITH LOADING SOME GAMES

EVERYTIME I try to load games with the sort of loader **Out-run, Matchday 2** and **Star Wars** have, the game blanks out and the copyright sign appears. Could you please tell me if it is my computer, or the software? Is there any way to prevent this happening? Could you also tell me if any one else has this problem?

PS. Is it anything to do with the fact that I've got the 128K Speccy (not a +2)
PPS. Is **Super Green Beret** out yet?
Anon
Er, Not sure

● Hmmmmm, don't think it's your Spectrum. Although I can't be sure the chances are that all of those games either have a particular type of tape protection or a particular type of loader.

Chances are that it's something that speeds up the data transmission rate. This makes games load more quickly and is generally fab but it also means that tape volume levels become even more crucial.

Your Speccy is failing to load the games because its failed to make sense of some bit of data. It's possible that you might get the games to load with a lot of fiddling with tape volumes but the chances are your tape recorder just isn't up to it.

Test out loading the games by loading them using someone else's tape recorder – if they work get yourself a new tape recorder, if not then your Spectrum's at fault and you'll need to get it fixed, but this kind of highly selective fault is almost unheard of.

As for *Super Green Beret* ***– we're mystified do you mean*** *Green Beret II*? ***It's better known as*** *Vindicator* ***and we've been drivelling about it for ages. It's not out yet, but we'll let you know when it is.***

. . . WITH SPECTRUM TECHNICAL BOOKS

I TRIED last year to get THE COMPLETE SPECTRUM ROM DISSASSEMBY by Logan and O'Hara and also MASTER YOUR MICRODRIVE unsuccessfully. I should be greatly obliged if you could tell me where I might obtain either or both of these?
B Thompson
Hardborough
Rugby

● Both out of print I'm afraid. Melbourne House is now part of Mastertronic and the only way you'll track the books down is by luck. As I've said before, the best places to look are computer fairs – either the Microfairs or the PCW Show – where you get shops selling old Spectrum books. Both incidentally, are jolly wonderful books.

(but Dr. Rupe has the answer)



The Magical Mystery Tour Part 2

Solution to part one: Take the tube to Earls Court on the 17th and 18th September and look for the EMAP stand.

Final clue: The stand number is 3256/3257 and you'll find us opposite the Cannon Bar.

Kami will see you there!



Hi-tech gets even higher this month as Taito brings out a new 3-D racing game (yup, three whole dimensions), Sega follows up its recent blockbusters with **Galaxy Force,** and Capcom cause a silicon shortage single-handed by stuffing chips galore into a game called **Forgotten World.** Read on . . .

Toobin

Toobin is, so to speak, the vernacular down San Francisco way for sitting on one's bottom in a big inner tube (legs and arms on the outside of the doughnut) on a river and paddling with the dannys. Shades and all.

That might be OK in the pool, but in **Toobin,** you have to navigate rivers like the Colorado, Amazon, and even the Styx! One or two player (if the latter the game starts getting a bit competitive), the river and its banks scroll up the screen, and you navigate your way down using a control system of five buttons. It's quite simple – one left hand paddle forward, one back – one right hand paddle forward, one back – and finally a fire button for throwing cans that you pick up going down river, to throw at objects that might get in your path, or nasties on the banks who are invariably trying to make you life difficult.

The graphics are colourful and have the same feel as **APB** did. You manoeuvre your toob downstream, avoiding objects in the water (like sunken trees and mines!) and terrestrial-based hazards that will try to puncture your toob – such as natives that will use blow-pipes to sink you in the Amazon.

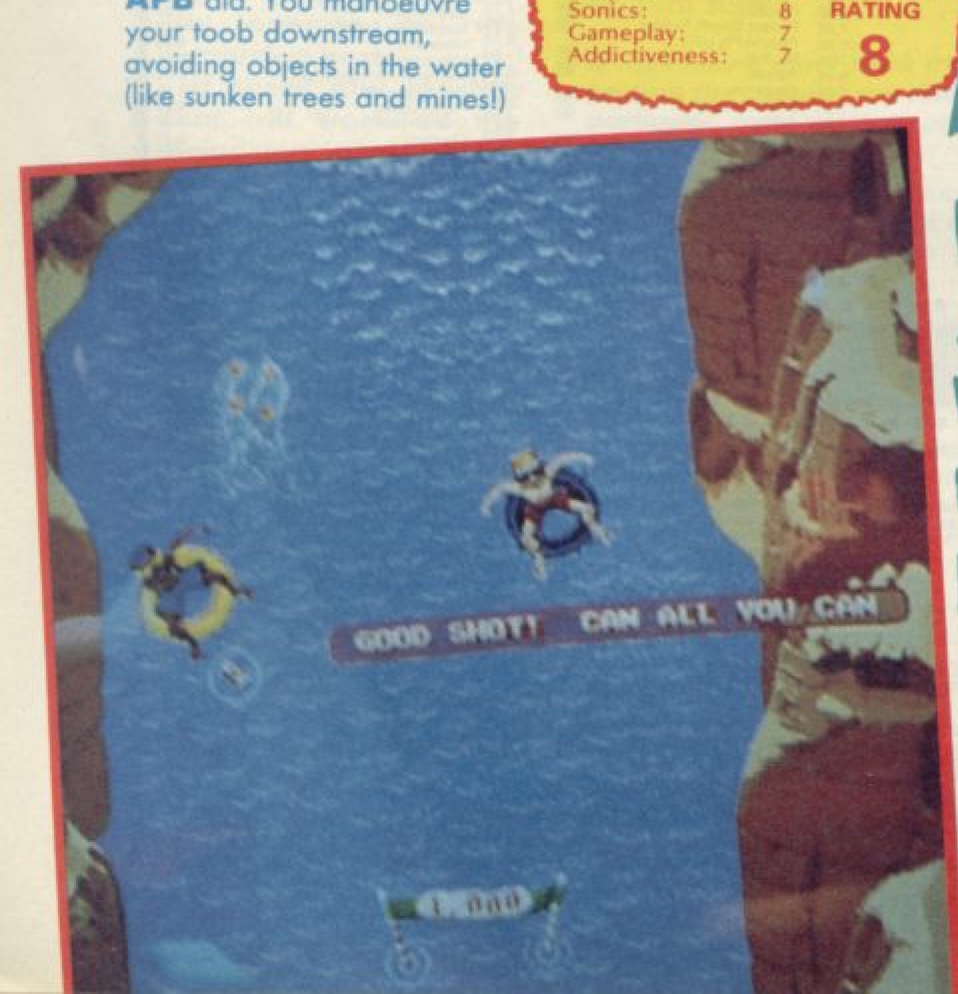
It's the varied setting and the neat touches of humour and imagination that really make the game 'though. As you paddle through the centre of a city, green goop spews out of a pipe. Bad news if you get caught in that.

A periscope will peek out of the water, take a look around then disappear. Moments later, a torpedo speeds in your direction. Stuff like that, and the responsive controls, makes **Toobin** a fun game to play – and although it won't deliver that adrenalin rush, take some time out to appreciate the graphics and detail while you play. I think you'll enjoy it■

FAXBOX

Sort of Californian Canoing on an assortment of rivers in plan view

Graphics:	9	OVERALL RATING
Sonics:	8	
Gameplay:	7	8
Addictiveness:	7	



TOP TEN VIDS

1 **Vindicator** (Atari)
2 **P47** (Jaleco)
3 **Guerilla Wars** (SNK)
4 **Dragon Ninja** (Data East)
5 **Blasteroids** (Atari)
6 **Rally Bike** (Taito)
7 **Xybots** (Atari)
8 **Bronze Adventure** (Taito)
9 **Heavy Barrel** (Data East)
10 **Last Duel** (Capcom)

Figures based on games operated in Flashback – the world's largest video-only arcade

Galaxy Force

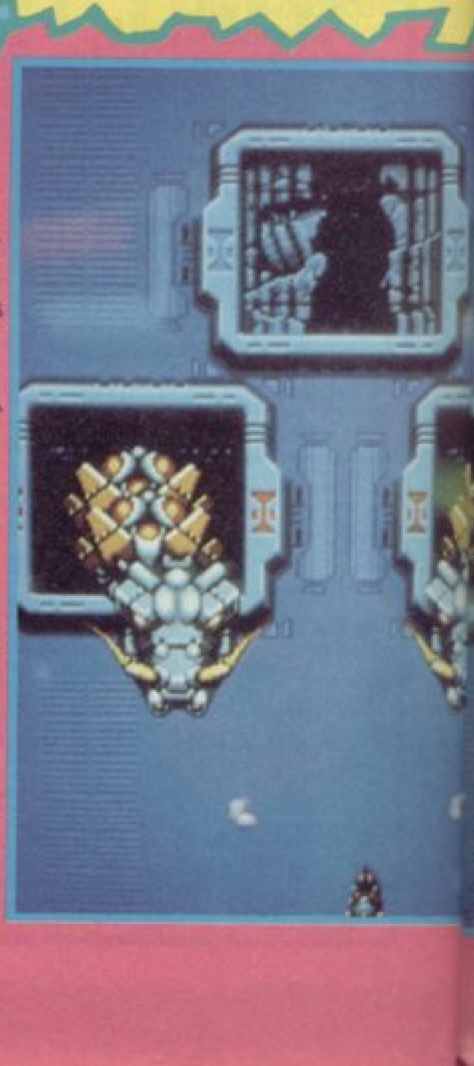
Galaxy Force hasn't even reached the streets yet and the hype has started already. But I can tell you, for once the hype is right . . .

Galaxy Force comes in two versions. Deluxe – weighing in at about just under 10 grand to you my son, but the really interesting version is the Super-Deluxe version, which rotates 330 degrees round and tilts 15 degrees in any direction. Put them 17 thousand big ones on my American Express will you? Yup, a cool big 17 – but the large operators will be queuing up to get one because the game that comes with it is so brill.

The Last Duel

The scenario to **The Last Duel** is bog standard space-opera. Two planets in a galaxy far, far away – Bacula and Mu. (Mu are the guys wearing the white hats). A nasty race called the Galden, have taken over Bacula and now have overun Mu, kidnapping the Queen of the Planet or something. Well, that's the excuse for all that follows – you are supposed to be trying to rescue her. Don't fret too much. You'll never make it, but I guarantee that you'll have lashings of fun trying.

Basically there are two types of round in **Last Duel.** There are sections where you are controlling a land based





If you were impressed with the effects on **Thunderblade** (parallax scrolling and all that stuff) then you're going to have to take some smelling salts with you for **Galaxy Force.** You control a single space ship shown at the centre of the screen and move through complex structures and asteroid belts, shooting at anything that moves. Very fast and smooth it is, too.

Controls are similar to **Thunderblade** – a joystick on the right, speed control on the left.

To add to the fun, the Super-Deluxe version is said to come with a crash helmet that you place over your gel, which feeds all those fabby sound effects straight into your lug holes. Gosh!

Exactly how the game plays – well I've not played the final version yet, but as I said – this is one to look out for in a big way■



FAXBOX

Possibly the most mind-blowingly impressive arcade game

Graphics:	10	OVERALL RATING
Sonics:	9	
Gameplay:	Dunno yet	10
Addictiveness:	Dunno yet	



speeder – armed to the teeth of course. The whole action is viewed from overhead as you weave your way through the passageways that scroll down the screen at you. There will be various sorts of installation built into the walls of the passages, as well as bad tempered vehicles that have a singleminded aim in life – to wipe you out. These tend to be blocking the right of way, and have to be blown to atoms.

The action is fast and slick – but best of all there are simply thousands of powerups of many sorts.

Anyway, as well as the usual sort of controls you expect, there's a Jump button on these stages, so that your Speeder can avoid terrestrial objects that either cannot be, or have not been blasted. When you've finished this level, you get on to an even faster and more furious space level, where you are no longer driving, but flying. And you get even more power-ups and there are even more sprites and the microchips start getting out of breath with all the work they've been doing.

Mindless it maybe, but you'll be giving your reactions the equivalent of 15 Jane Fonda Workouts for every time you play on this machine. My advice – go find one and throw money at it without delay■

FAXBOX

Vertical scrollers are really back! A game that will leave you breathless

Graphics:	9	OVERALL RATING
Sonics:	8	
Gameplay:	9	9
Addictiveness:	9	

DID YOU KNOW . . .

● *The government is about to announce its plans for the future of the amusement industry – and initial leaks say that it intends to ban under 16s from entering premises with gaming machines. Bad Karma, Big Time Boys . . . so if you want to let your MP know that you want to be able to go into an arcade and play games before your reflexes get shot to hell, why not drop him or her a line and say so, Prospective Voter you.*

●*If you thought £17,000 was a lot of money for a game (see* ***Galaxy Force*** *preview) then how much do you reckon that roller coaster simulator cost (see BLACKPOOL visit in July)? To you, £65,000. Gulp.*

● *You might have seen Sega's new racing game,* ***Hot Rod*** *– the four player job with the monitor square in the centre of the unit with one driving wheel on each of the four sides. Bit too slow for my liking, but still . . . did you know that this is the first example of Sega's System 24 . . . and that much of the software is stored on floppy? Weird stuff. Fans of the game will also be pleased to know that a cheaper two player unit is going into production soon – which means it's more likely to be found locally.*

● *Capcom's newest game,* ***Forgotten World*** *has a PCB that you would not believe. Three 68,000 processing chips, support chips to do sound and things, and 4 Meg of sprite data. Gulp! They claim two years went into the developing and a cool 5 million dollars. Let's hope that the game's good . . .*

● *Which country is most turned on by playing video games? Think again if you thought it was us – Germany are up on us by a fair way. So come on lads, out with those 10p's and start playing.*



Finally, expect to see a lot of Taito's ***Continental Circus*** *in the near future. It's a really quite interesting 3-D* ***Pole Position*** *with knobs on – and it's been said to have exceeded even the mammoth* ***Operation Wolf*** *in pre-orders. Well I never did.*

Photos courtesy of Family Leisure, Old Compton St, London

COMPETITION WINNERS

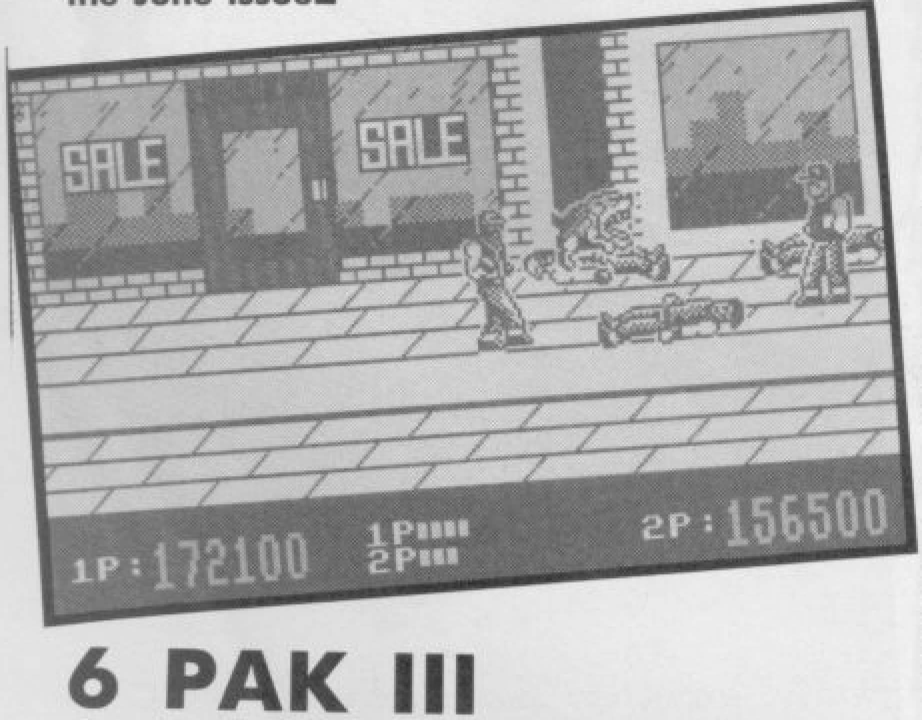
TARGET RENEGADE

It seems our generosity knew no bounds in June, when we gave away a video player, courtesy of Ocean, plus some mildly violent films to celebrate the success of Target Renegade.

Playing the videos will be: Craig Noble, Scotland. **And twenty runners up who get a copy of the game are this little lot:**

M. Jury, Herts. Glyn Geoghegan, Surrey. Tony Quinn, Liverpool. Chris Ganall, Lancs. Adrian Cavendish, Leicester. Timothy Harper, Staffs. Mark Aitken, Scotland. Anthony Quinlan, Bristol. James Kuick R-Y, West Malaysia. Stephen Barber, Hampshire. Neil Granshaw, Berkshire. Edward Parks, South Wales. Richard Bell, Hants. S. Ramm, Lincs. Nicholas Dilaudo, Essex. Andrew Livingstone, Scotland. Martin Alexis, London. Justin Wilde, Notts. Peter Harrison, Barnsley. Neal Roberts, Staffs.

The answers to the questions were, of course, Renegade **made Number One on the SU Chart; a karate outfit is white; and Bob Wakelin did the rather spiffy artwork which we used as a poster in the June issue■**



6 PAK III

What a popular Compo! It seems that everyone wanted to win the pocket sized TV from Elite. So many so, that we considered adding an extra 50 of 'em to the prize list. But once we'd had a few drinks we decided not to, and spent the money on a curry instead.

Anyway, one lucky lad got the goods, and he was Gavin Evans, Fife.

Twenty other people got a copy of 6 PAK III, **a poster and Elite mug. They were:** P. Stacey, Dereby. Gareth Edwards, Herts. Justin Wilde, Notts. Anthony Quinlan, Bristol. Pat Cheung Li, Altrincham. Stephen Barber, Hants. P. Kerr, East Sussex. Neil Love, Shropshire. Christopher Orger, Scotland. Clayton Bastiani, Sandown. Barry Baxter, Suffolk. Tim Band, Surrey. B. G. Farr, Milton Keynes. Adrian Donnelly, Beds. A. P. Lowery, Cumbria. Robert Buchanan, Kent. Adam Sewell, Notts. Gavin Greenall, Lancashire. Mark Pugh, Merseyside. S. Wright, Kent.

The answers were as follows: 1(a), 2(b), 3(a), 4(b), 5(c), 6(c)■



VIXEN (PHWOAR)

Coooar! Deardowhatlookatthepagethreeonthat!! Yes, Vixen **hit us just as hard as anyone else, and in true Sinclair User tradition, we decided to run a competition on it. First prize was a fabby stereo radio cassette recorder with two (count 'em) tape decks!! The person who got the goods was** B. G. Farr, Milton Keynes.

Now, the following ten people are probably going to open their parcel and go green and be sick, because they've won fluffy cuddly dinosaurs to love and hold forever. (We tried telling Nadia it was a bad idea, but would she listen? Would she 'eck).

Neil Love, Shropshire. Iain Wiseman, West Midlands. Matthew Dean, Sheffield. S. C. Ellis-Hopwood, Beds. P. D. Billing, Lincoln. M. Browne, Somerset. Pat Cheung Li, Cheshire. Paul Morgan, Ilford. Anthony Quinlan, Bristol. Ross Wood, Scotland.

The answers, if you care, were, 1 Corinne Russell appeared as a dancer on The Benny Hill Show. 2 A female deer is called a doe, and not a scotch egg at all, R. Coleman of Ashtead, Surrey. And finally, 3 A stalagmite is not a dinosaur. Under any circumstances■

STALINGRAD

ARCADE REVIEW

FAX BOX

STALINGRAD *Label:* **CCS** *Author:* **Ken Wright** *Price:* **£9.95** *Memory:* **48K/128K** *Joystick:* **none**

GRAPHICS	SOUND
70	N/A
60	65
PLAYABILITY	LAST ABILITY

A reasonably competent strategy game – don't buy if you already have *Overlord*

Reviewer: Jon Riglar

OVERALL **70**

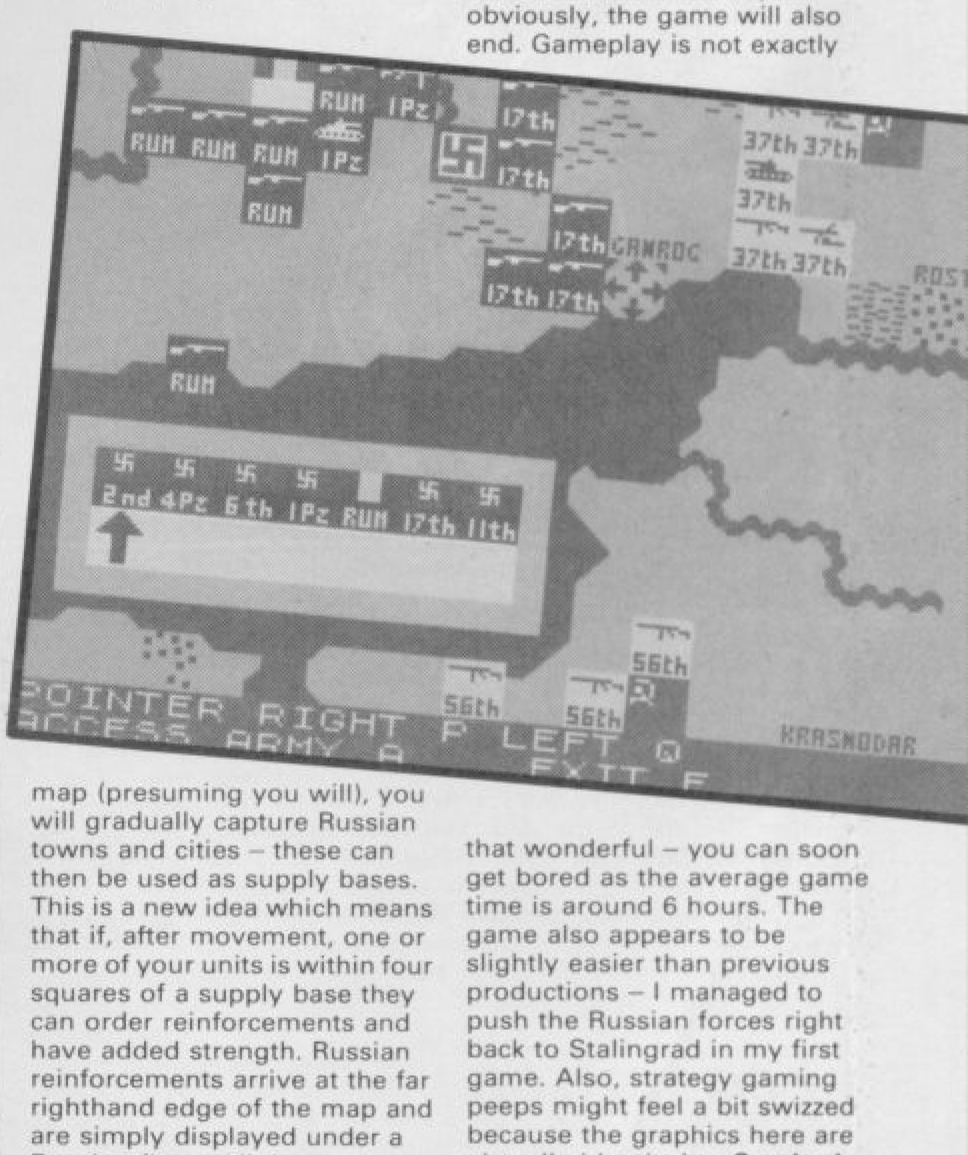
One of the first things to get to grips within **Stalingrad** is the plot. The game is set in Russia during the Second World War. The playing area is, for the most part, concerned with the stretch of country between Kharkov in the West and Stalingrad in the East. Your aim, as the commander of the German forces, is to advance through Russia from Kharkov, and keep going until you manage to capture Stalingrad – this is as far as the game takes you but you may be interested to know that the idea was to take Stalingrad, thus cutting off oil supplies to the Russian forces, and then rushing northwards to ultimately capture Moscow.

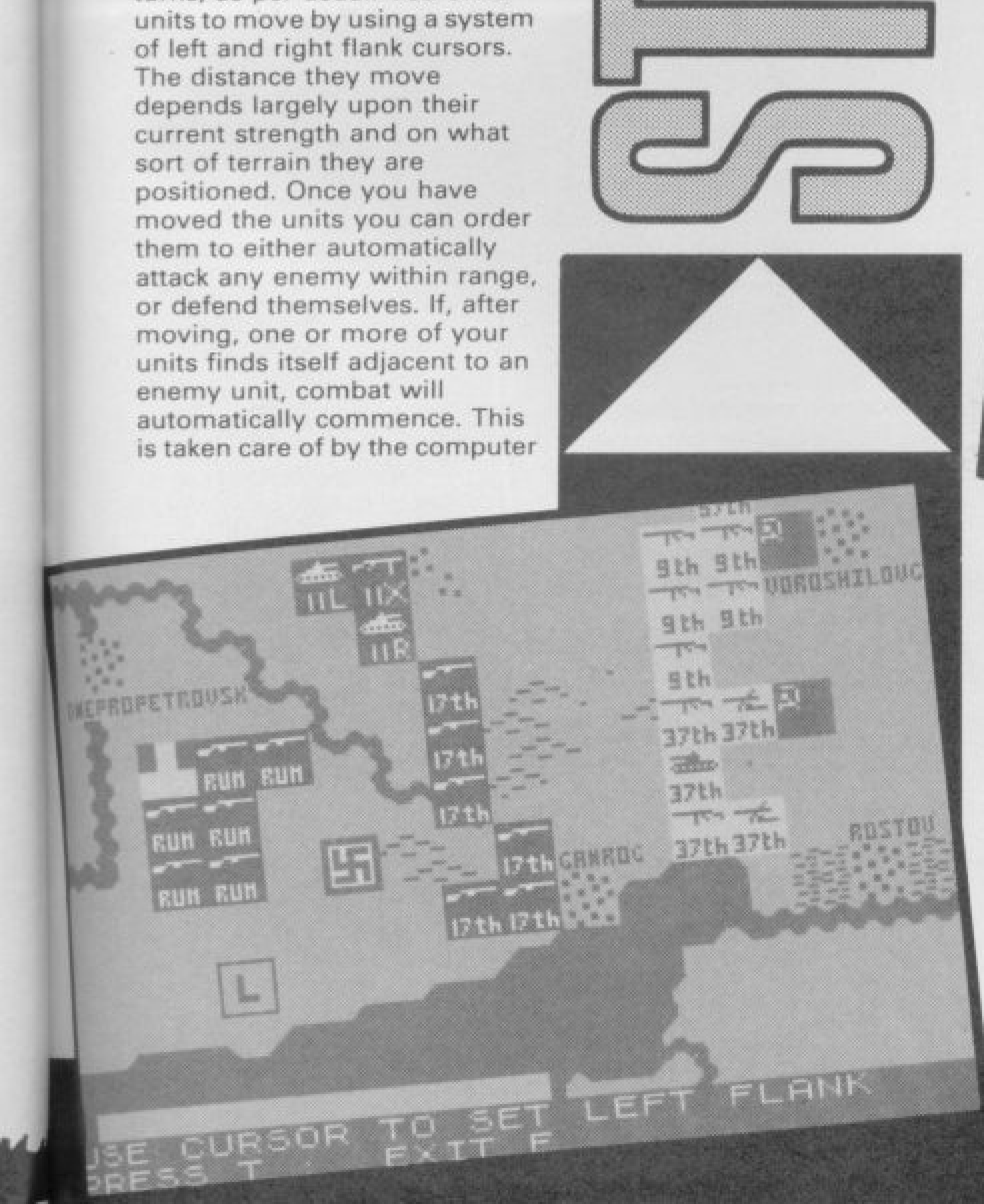
The playing area itself is shown as an aerial map view, with cities and towns represented as dots alongside a name and the division of your forces displayed as square counters. Your forces start on the left hand side and include several panzer and infantry units, along with the whole of the Rumanian army. The Russian units are spread liberally across the map – some of them are very close to yours at the start so you will enter combat virtually straight away.

Everything happens in game turns, as per usual. You order units to move by using a system of left and right flank cursors. The distance they move depends largely upon their current strength and on what sort of terrain they are positioned. Once you have moved the units you can order them to either automatically attack any enemy within range, or defend themselves. If, after moving, one or more of your units finds itself adjacent to an enemy unit, combat will automatically commence. This is taken care of by the computer – it checks out what order has been given to the attacking unit and also the strength of that particular unit. If a unit is being beaten and its strength is rapidly falling, then it will automatically retreat, likewise if an enemy unit is weakened and retreats, then your forces will move forward.

As you progress across the map (presuming you will), you will gradually capture Russian towns and cities – these can then be used as supply bases. This is a new idea which means that if, after movement, one or more of your units is within four squares of a supply base they can order reinforcements and have added strength. Russian reinforcements arrive at the far righthand edge of the map and are simply displayed under a Russian flag until they get within a certain range – this means that you cannot identify the exact number of enemy divisions approaching but you know some are there.

The game will end when either your forces are forced to retreat and the Russians recapture Knarkov, or when you manage to overrun Stalingrad and several other major cities. However, if either army is wiped out and they have no reinforcements, then, quite obviously, the game will also end. Gameplay is not exactly that wonderful – you can soon get bored as the average game time is around 6 hours. The game also appears to be slightly easier than previous productions – I managed to push the Russian forces right back to Stalingrad in my first game. Also, strategy gaming peeps might feel a bit swizzed because the graphics here are virtually identical to **Overlord** – the author has apparently just altered the map about a bit and changed the plot – not really cricket is it?■







Th



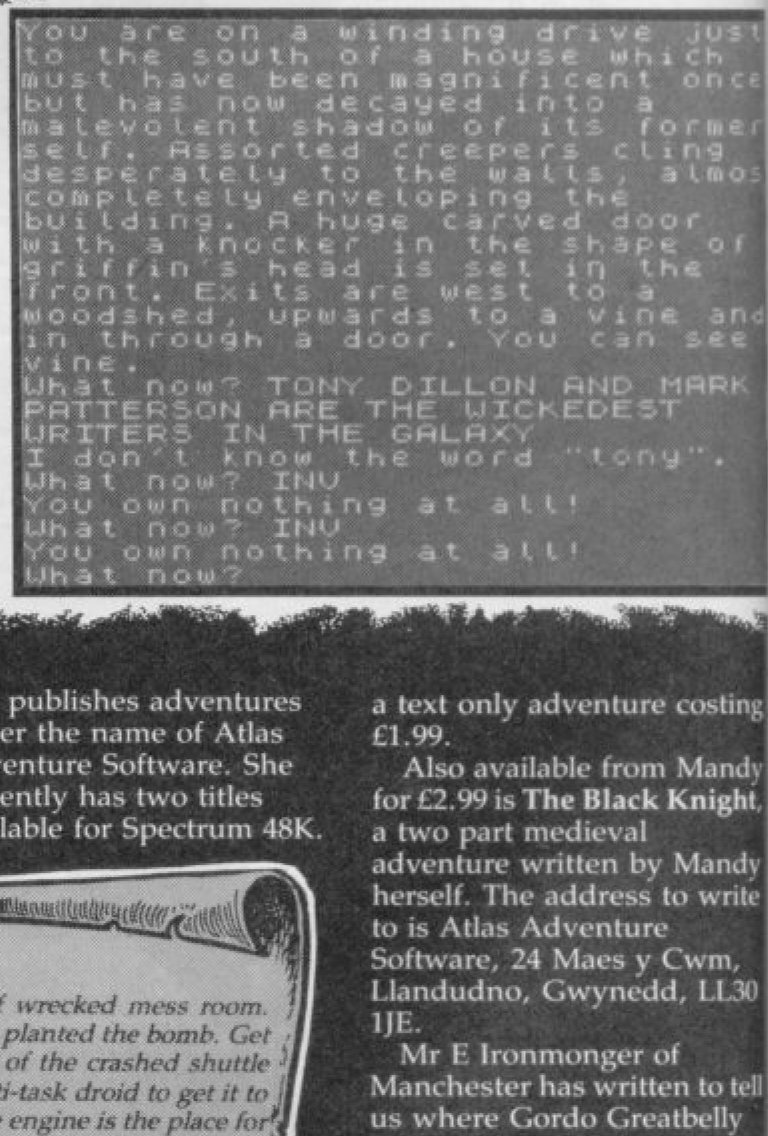
The bad news is that I've been lumbered good and proper with the darned cat! My sister has gone and eloped with her mysterious wizard and I've been left holding the panther. Actually, I'm getting quite fond of the beast which sleeps at the bottom of my bed every night. I don't really mind sleeping on the floor, well I'm not going to argue with it that's for sure!

The good news is I've had loads of applications to join the Academy. The problem is that all the positions have now been filled. If you've recently applied to become an apprentice and you haven't heard anything then don't worry. I've had to start a waiting list so you won't hear anything until a vacancy arises that you can fill.

One of the jobs my apprentices do is to keep me informed of any good homegrown software that they would like to recommend. I get so many tapes in to look at that I don't always have the time to play the adventures properly, and there isn't always room in SU to review them. So here are a few of the adventures that have been recommended recently.

Mandy Rodrigues, the new editor of Adventure Probe, also publishes adventures under the name of Atlas Adventure Software. She currently has two titles available for Spectrum 48K.

The Case of the Mixed-Up Shymer is set on the Isle of Nersree where all the nursery rhymes have got mixed up and need to be put right to solve the adventure. See all your favourite nursery rhym[es] characters as you have neve[r] seen them before. **Shymer** is a text only adventure costing £1.99.



Also available from Mandy for £2.99 is **The Black Knight**, a two part medieval adventure written by Mandy herself. The address to write to is Atlas Adventure Software, 24 Maes y Cwm, Llandudno, Gwynedd, LL30 1JE.

Mr E Ironmonger of Manchester has written to tell us where Gordo Greatbelly has got to on his travels. Apparently he has taken up residence in **Monetor** a 128K adventure published by Maggisoft, 30 Sherwood Road, Hurlford, Kilmarnock, Ayrshire, KA1 5DW. The price is £3.99 and you get a 48K adventure on the slip side of the cassette.

Reuben Gatt from Malta is having trouble with **Neverending Story**. He can't find a branch to light the thorn bushes. Look

Price

of Magik. How do you know that you're opening the right chest? Use a bit of magic. Cast Dow at each chest in turn whilst holding the pendulum. A circular movement indicates that the chest is empty, a sideways movement indicates that you have chosen the right chest. To see in the dark you need to rub the eyebright into your eyes. When you locate the moon crystal touch it twice to reduce your game age. The wolfsbane protects you from the werewolf. Use the ring from the knucklebone to cut the mirror. Don't leave the candle burning for too long or you'll lose the focus for the 'Spy' spell.

Federation

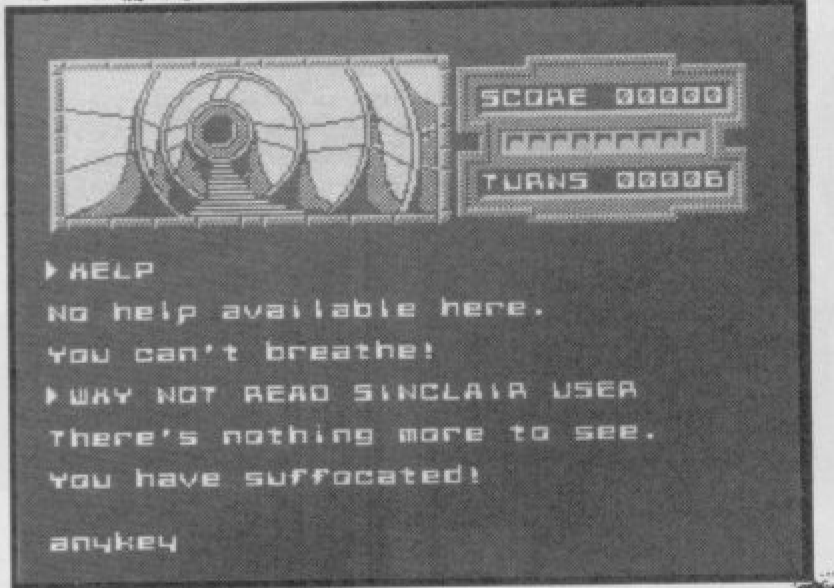
help from Alan Phillips, one of my top apprentices. What is the Matter Displacer for? Not a lot really! Carrying it in certain locations will get you killed so beware! Throw sulphur tablet at the grille to get it open. Squeeze the sponge to get past the sharpshot hunter. Wear shield to get through anteroom, north of wrecked mess room. Use the bracelet after having planted the bomb. Get the battery from the engine of the crashed shuttle craft and insert it in the multi-task droid to get it to work. East of the heart of the engine is the place for the bomb. After planting the bomb you need to use Teleport 2 to leave but make sure that you have the bracelet.

Knight

Orc Part One. If you can't get off the horse at the start of the game just wait until a passing knight gives you a knock. Go to the castle and climb a vine for a good view of the surrounding area. Throw something at the drawbridge to stop it falling on top of you. To stop the Green Knight from killing you, kill his horse. There are ten pieces of rope to find altogether. Cut Rapunzel's hair to get more rope. You need to weight the drawbridge to keep it open whilst you are in the castle. Denzyl will do the nasty jobs for you.

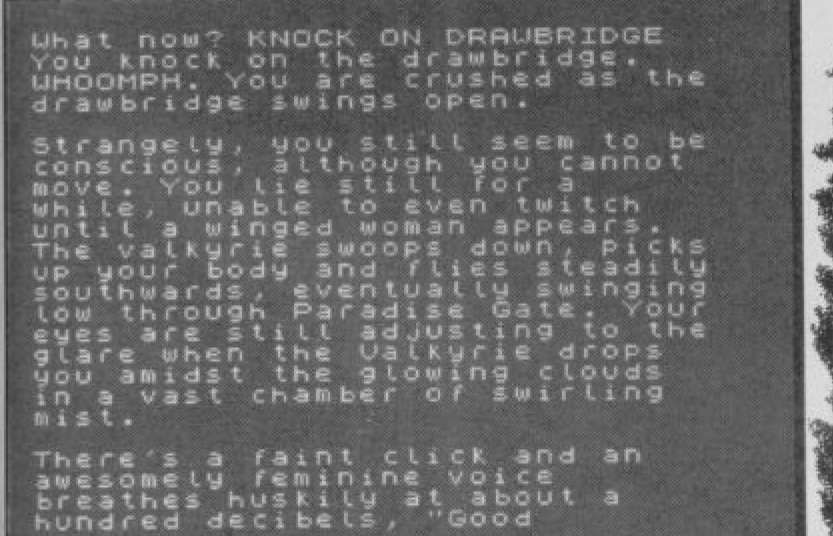
HE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



around for a camp fire Reuben and your problems will be over.

Quite a few people have written to say that the Laryx in **Shard of Inovar** objects to being mounted after they've given it the Ryxblade.



Perhaps you're going about it the wrong way, give the poor beastie a bit of time to get used to the idea. After giving the Ryxblade to the Laryx go south, south, west and then mount Laryx.

My thanks in Callum McFotridge from bonny Scotland for answering my plea for some tips on **Knight Tyme**.

When you begin pick up the mirror because it's very useful. Go to the left of the transporter and take the instant film from Gordon and then go left until you come to the camera. Pick up the camera and go right until you come to the room with Derby IV in it; ask him to help you and he will give you a blank ID card. Find klink or S3 S3 and give one of them the instant film and camera, then unwear the cloak of invisibility and command the robot with the camera and film to help and he should take your photograph.

Find S3 S3 and take the pot of glue. You should spill the glue and stick the photograph to the ID card which will then become valid. Wear the ID card and the human life forms will obey you. Go to Derby IV and take the chocolate heart from him. Give it to Sharon and ask her to help and she will tell you what to do with the gas mask.

Take the advert from Sharon and drop it under the pewter tankard and the star map. Jump on top of it and jump onto the door thingy and collect the star map and the tankard. Give both objects to Gordon and you should now be able to move the starship around and communicate with each planet.

First find Starbase One and command Gordon and Sarab to help. Beam down with the advert in your possession at co-ordinates X1X2X3. Once you arrive, find Hector and give him the pot of glue then go to the right and you will come to a room containing a pair of boots. Drop the advert under them and jump up. Pick up the boots and wear them, then pick up the advert and beam up at co-ordinates X0X0X0. Your next destination is the planet Retreat, it may take a while to find, so keep on getting fuel.

And last but not least, another freebie solution for you. If you send an SAE I'll send you the solution to **Play it Again Sam**.

Another adventure column ends! I hope you have picked up some useful information. I trust that you will sleep soundly from now on! Until next month, farewell. It's time to walk the cat . . .

WITTS END

It's not a nice place to be is it? Let's see if we can help with our tasty choice of hints for this month.

LUDODS – At the motel section, LOOK BEHIND THE DESK to find key.x The number of the key is random so find the corresponding numbered cubicle and unlock it. On the wall of the cubicle are the code words needed for the next chapter. Whilst there, EAT the food and have a nap. To leave the space station you must leave behind all of the objects.

DRACULA Part 2 – To get you started: LOOK around then EXAMINE the woman's face, EXAMINE her eyes then CLOSE yours. The woman gives you a cross which you should wear straight away to avoid a flogging later.

FUDDO AND SLAM – To cross the river you will need to visit the "shoppe" and buy an axe. Go to the large copse of trees and chop one of them down. Make sure that Slam is with you and roll the tree into the river, it floats downstream and becomes trapped in the rocks to form a bridge.

TEMPLE OF TERROR – To stop the pirates you can cast the sleep spell or cross the bridge and then cut the rope. To get rid of the cave troll you need to light your torch from the burning hut and then enter the cave.

BLIZZARD PASS – ROLL PILLAR to bridge the fissure and you will awaken a snake. CROSS the fissure and then push the pillar and the snake and the pillar will drop into the fissure. To get through the window, GET SNOW before going up to the ledge, put slush in cracks, the slush freezes and breaks the window then GO WINDOW to enter.

Last time, those of you that were paying attention and not talking in the back of class – yes, that means you boy – will remember that we were talking about the wacky world of Diplomacy – a fabby seven player game that has simple rules and is best played by post via a central Gamesmaster. That's one type of PBM game, but once you start increasing the number of players involved in any game to over this amount and start making the rules complex, things starts getting hairy when it comes to adjudication. Imagine a game with 500 players. Try collating that kind of stuff inside your head! Tarquin Labotomy explains how it's done...

TROLLS BOTTOM!

If the above situation fills you with dread, get out your 'puter. You can write a program to control the game – get your players to code their orders in a form that your computer will understand, input them into the keyboard, press the button and watch the paper jam on the printer as it prints all the results out, custom made for each player. Isn't technology wonderful? Well, that's what Kevin Cropper thought when setting up **KJC Games** some seven years ago.

His first game was **Crasimoff's World**, moderated on an Apple II and he's never looked back, with **KJC** now the biggest PBM concern in Europe. Cor!

Other games that followed were **Barthwood** (another fantasy bash, like **Crasimoff**) and then an SF senario called **Citadel**, both licenced programs from American companies. Then came the mega-successful **It's a Crime**. Mega-successful it may be, but it's also mega-infamous after an Editorial in the New York Daily News condemning it.

In this game, you control a street gang who, obviously, get more powerful by doing things that street gangs do best. Flaming sleeping tramps, mugging old ladies, selling drugs on the street, firebombing hospitals... the NYDN suggested that maybe this was going a little too far, especially considering the tender age of many of those playing. In fact, over here, the game's billed as being unsuitable for the under-eighteens. But if **IAC** is manipulative, exploitative and not the slightest bit right-on, that's obviously what the public wants, as there are 25 odd games running presently. And that's a lot. Not my cup of tea though.

Trolls Bottom followed – a UK written game (more of which later) and recently, a 12 player game set at the time of the early Roman Empire (30 games of this currently running, they say) called **Dawn of the Ancients**.

Plans for new games later this year – a 100 player game called **Warlord; State of War** a 20 player game set after the break-up of the United States; **Quest** – a huge 500 player fantasy game and another space opera called **Empyrean Challenge** whic is being described as, "very detailed."

The cost of being involved in a computer moderated PBM – well, it varies, but be prepared to spend, on average £1.00 to £1.50 per turn. If you



want to dip your toe in the water however, for the price of a stamp, either **It's a Crime** or the more imaginative **Trolls Bottom** can be started (with two free turns thrown in) if you just send your name and address to **KJC** – at PO Box 11, Cleveleys, Blackpool, Lancs FY5 2UL.

One **KJC** game that really got to me was **Trolls Bottom**. (no cheap jokes please). This is a 70 player game played on an island consisting of 400 troll holes. You play the part of a Troll, and last one left alive wins. A kind of fantasy role playing destruction derby, if you like. This kind of senseless violence appeals to me no end. So if you run across Tarquin the Troll in any game you happen to be in, be nice, won't you?

The game rules are quite simple – your troll has 5 characteristics: Morale (ranging from Suicidal to Hysterically Happy), Strength (Very Dead – Troll Strong), Sanity (A Melon – Dangerously Sane) and Build (A Dying Heap – Troll-like). As you might gather from the names given to the various states of being, it is not a game to be played with too much seriousness. Tole is the last characteristic, that's roughly your experience points – but as Trolls are very stupid indeed, Tole can be lost as well as gained.

Your only companion throughout these adventures is your pet vulture who will run errands and spy for you in return for scraps of food.

Orders are pretty easy to get your head around. There are 13 different activities available to you at the start of the game. Some of these are pretty basic like Attack and Move, others require rudimentary brain cell function like Weapon Make. You can choose up to ten of these to do in any one move, apportioning an amount of strength to each one. The limit is that you can't use over 134 strength in total per move. Of course, the more you do, the more tired you get and the more you must eat to keep your Troll-like pecker up, so a bit of strategy is needed when thinking out what you might do. Other complications are special items, non-player characters, and the sheer number of players involved. That plus the fact that there can be only one winner!

Communication within the game is easy; you just bellow messages around the island and they get printed out on everyone's orders the next go. You'll also be given the name and address of each troll you happen to encounter – so communication (Royal Mail willing) via that path is also possible.

Trolls Bottom looks like a lot of fun – and an ideal (and somewhat silly) entry into the world of PBM gaming. And of course, it's free to start off. So what's stopping you? In fact, I'm looking forward to bashing you over the head already, dogbreath■

The Computer Games industry, it has been observed, can sometimes feel like a rollercoaster ride to the very portals of hell, which is a pretty daft thing to say since it's actually a bit of a laff. Even so, there are games in the offing that deserve to be taken a bit more seriously than the rest. Here's your chance to find out how on earth they're going to program them . . .

BLUE

GUERILL



COIN-OP:

Guerilla Wars **was released by SNK (the people behind** Ikari Warriors**). It's an 8-way scrolling shoot-out for 1 or 2 players. You take the role of underground terrorists trying to destroy an evil empire, headed by the King. The best strategy is to kill everything that moves.**



Ocean picked up the licences for Guerilla Wars, Typhoon **and** Rambo III **towards the end of last year, and after a lengthy selection process, Sentient Software were hired to program** Wars. **So what's happened so far?**

The game is split into 5 sections, and as yet it's undecided how many loads will be necessary. These sections are the Farm, Coal Mine, Capitol, the Beach and the final stage in the Palace, where you've got to top the King.

As mentioned earlier, you can co-operate with another player to make life easier for yourself. The best strategy is to arm each player with different weapons, one with a quick firing gun with not much power, the other with one that doesn't fire as quickly, but has a harder punch.

The code is being assembled using an Amstrad PC1640 with 20 megabyte hard disc. They use a system called PDS which allows the code to be altered and then re-assembled in about 10 seconds. They then de-bug the material on the PC. The altered code can then be run on the Spectrum straight away to see if the changes have worked out. In order to run the system, you have to sacrifice about 350 bytes from Spectrum RAM, but it's a small price to pay for the incredible speed.

Nothing much was done for the first 3 weeks, though, as the programmers spent virtually all of their time playing the coin-op to get the feel for the game and note down the enemy movement patterns. What a life eh?

GRAPHICS:

All the background graphics are copied from the coin-op and drawn on the Spec using Softek's Artist II **package. The sprites are handled in the same way, but they've**







DATA:

GRAPHIC CHARACTER	WIDTH	HEIGHT	ANIMATION STAGES	VIEWS
Your character	16	32	3	8
Grenades	14	14	3	1
Flames	16	16	1	8
Shell	14	14	1	8
Explosions	24	24	3	1
Small Tanks	24	24	2	8

As the characters can face in up to 8 directions, you need this many graphic views for each. Obviously, this is another space-consuming affair

PROGRAMMERS:

Andrew Postelwhite and Clive Paul from Sentient Software have been working on the project for about 4 months now. Sentient has been around since late December 84. Among their (huge) list of titles are Spectrum versions of Tai Pan, How to be a Complete Bastard and Winter Games. Guerilla Wars is due for release in time for the PC Show in September.





had to be simplified to a degree because of the lack in resolution on the Spectrum.

MAPS:

Each map for a level is constructed from a number of blocks, each being 16 blocks wide and 128 deep, giving a total of 2048 blocks per level.

CONTROLS:

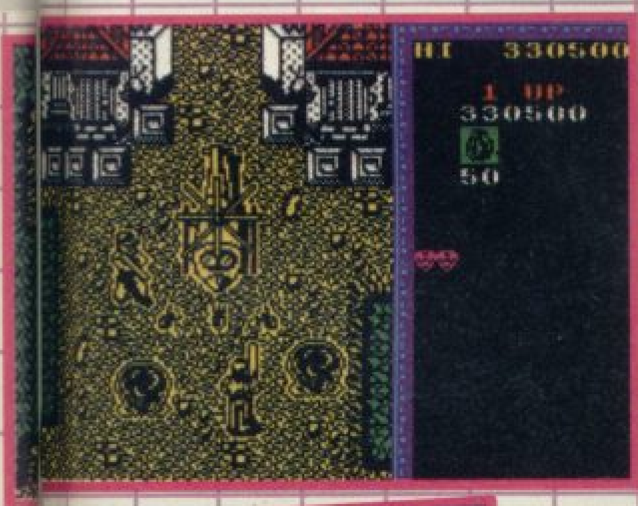
The arcade version features a rotational joystick that obviously couldn't be accurately converted. Instead, the Spectrum keyboard will be used to some extent with a key for clockwise and anticlockwise rotation. They're going to include an additional control section for people with the new Cheetah 125 joystick which does rotate.

SCROLLING:

The first stage of coding was to get the 8-way scrolling routine together with the sprite routines and the colour system. The scroll is done in a background buffer to avoid flicker and dumped to the screen at the right time in order to escape any collision with the raster beam. The sprite routines are fairly standard with some modification to handle to 8-way scrolling.

MOVEMENT PATTERNS:

After studying the arcade game for ages, a pseudo language was written so that the movement data could be from one machine to another in order to save having to type every flight path of all the aliens for every machine.







MEGA PREVIEW

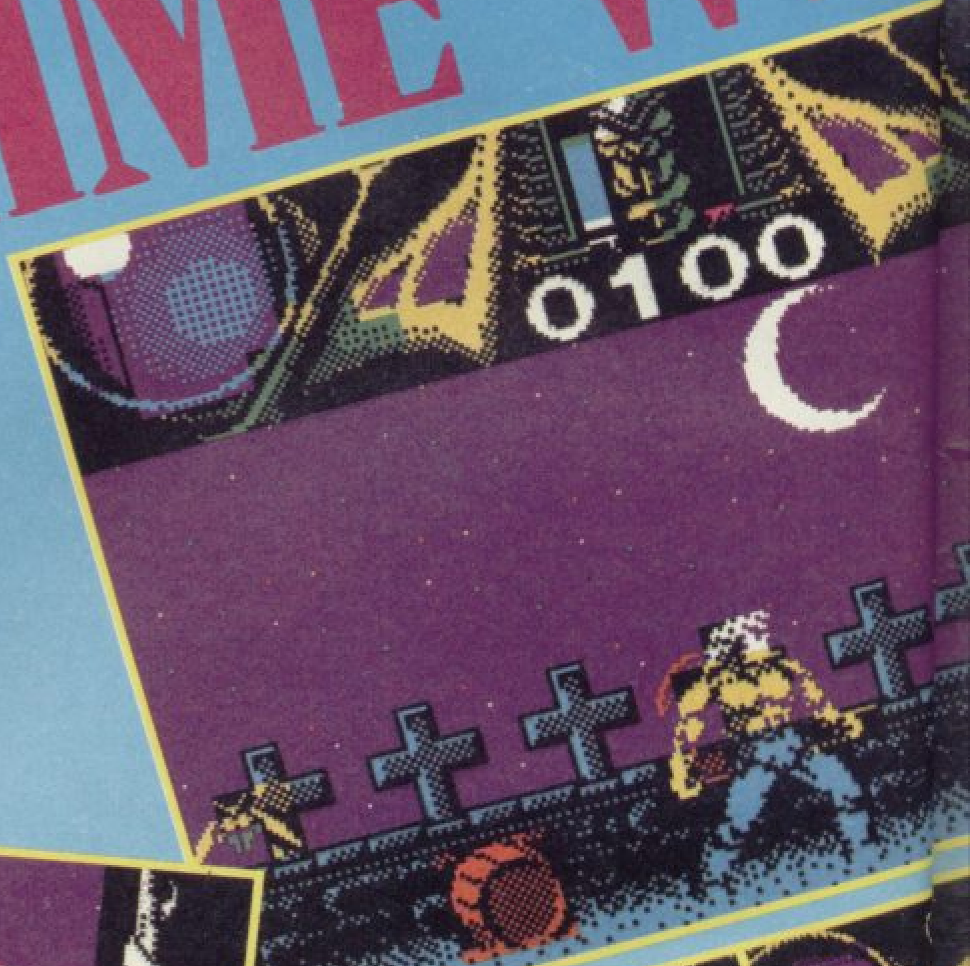
THE GAME WIT

Stripe me! What on *Earth* is **this**?! Well, it hasn't actually got a name at the moment, so for the time being we'll call it, ur, **Cedrick**. (No we flamin' won't – GT). So, as I was saying, **Project X** is a new thing that is being lovingly crafted by the people at Probe, ready for release from Telecomsoft in the winter.

So excited are T.Soft by the product that they're running around like crazy things showing it to anyone who'll spare them five minutes. It certainly looks like Probe's finest hour with full colour fast animation graphics of gargantuan proportions.

The game is supposedly the result of getting a room full of kids and asking them what they want in an action game. There are three sections under development, all completely different and each looking superb.

The first section features your hero, a tall, overly developed yet perfectly proportioned type wearing bright blue jeans (what's his name then? – TH). He runs along a rapidly scrolling landscape wiping out absolutely everything that crosses his path. He's got a huge array of weapons at his disposal, from lightning bolts through protective circles of light to plain old magical blobs. The range of foes is far from tiny, so he'll have a tough time reaching the end of the level. There's a constant stream of minor bad buys; bug-eyed birds, bats, boulders etc. About half way through each stage a huge winged blobby thing will appear and attack you like it's going out of fashion. You've got to hit him about twenty times with the right weapon in order to pass.









At certain points in this stage messages will appear on the screen telling you of impending danger, giving you hints or congratulating you on a smart move.

The most exciting thing about **Project X** is that the graphics are very big and very colourful and very fast. Although the age old attribute problems haven't been completely eradicated and if you're going to be pendantic (so what's new James – TH) you can see little squares of colour when things are moving about at speed. Even so, it's all very, very exciting indeed.

The second stage (which hasn't got very far yet) involves a huge eagle, swooping over villages and mutilating everything. We're promised fantastic animation and high-level violence.

Stage 3 is half-way between **Space Harrier** and **Outrun**. You face the screen in 3-D fashion, looking out on to a yellow and green landscape with mountains at the back. You've got to progress across a wasteland with huge multi-coloured monsters leaping out of the screen at you.

Looks marvellous. Streetdate: November Price: Unconfirmed





GARY LINEKER EXTRAVAGANZA

PREVIEW 2



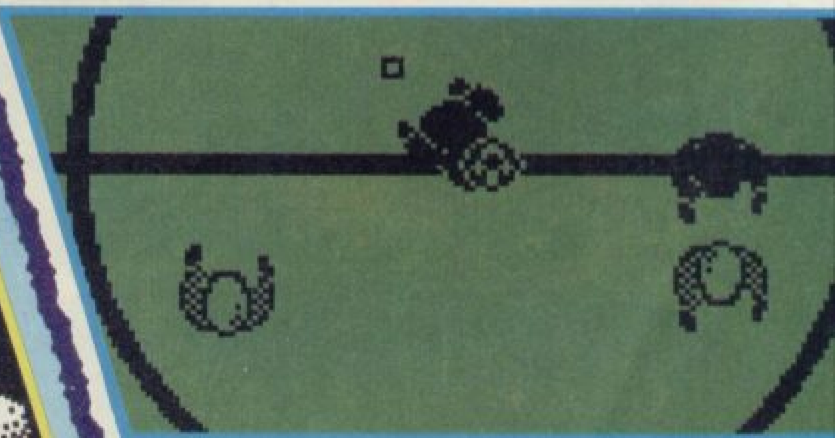
Oooooh, they're football craaazee/they're football mad/and football la la something la the only sense they ever had. Yes. They're definitely football crazy at Gremlin this month with **TWO** (count 'em) games **BOTH** based not only on the helter-skelter heartbreak world of professional football, but **BOTH** based on the astonishing nose, er, talents of Gary Lineker.

First up there is **Gary Lineker's Super Skills** in which Our Gaz goes through a number of training exercises such as weightlifting, ball control (pher) shooting practise and an assault course.



So once you've lifted your weights and got your balls in some sort of order (Blimey – GT) you're ready to go... which is just where the game runs out.

So you'll have to rush out and buy **Gary Lineker's Hotshot** as well! This is a top-down footy affair with more definable parameters than you can throw a sharpened coint at. You can change all the colours of the players and pitch to such an extent



that things start to look like you're seeing them through someone else's contact lenses. You can decide to play with a friend or against the computer, how smart the computer will be, how long the games will last etc etc.

And they look blummin' great to us, if you like that sort of thing. Just the sort of thing that you should try and find at the PC Show, which is a shame, since Gremlin have just cancelled their stand for some reason.

Streetdate: September
Price: £7.95 each

PREVIEW 3

NETHERWORLD

I don't know about you, but I'm fed up to the back teeth with being stuck in a world completely alien to the one I know, a world of fantastic structures and strange, wonderful beings. Still, such is the storyline for Hewson's new thang, *Netherworld*. The ideas came from the (possibly warped) mind of Jukka Topanimaki, whose astonishingly unphotogenic fizzog (no offence Juk) can be seen on the box of the game. The Speccy version was put together by John Wildsmith.

The aim, it emerges, is to fly your abstract spaceship around this alien world, collecting enough diamonds to operate a teleport machine at the end of each level. Gradually as you work through the progressively difficult levels you will get nearer and nearer reality.







By the looks of things, your ship will move somewhat like *Wizball*, though under slightly stricter control, and there won't be any shortage of blasting.

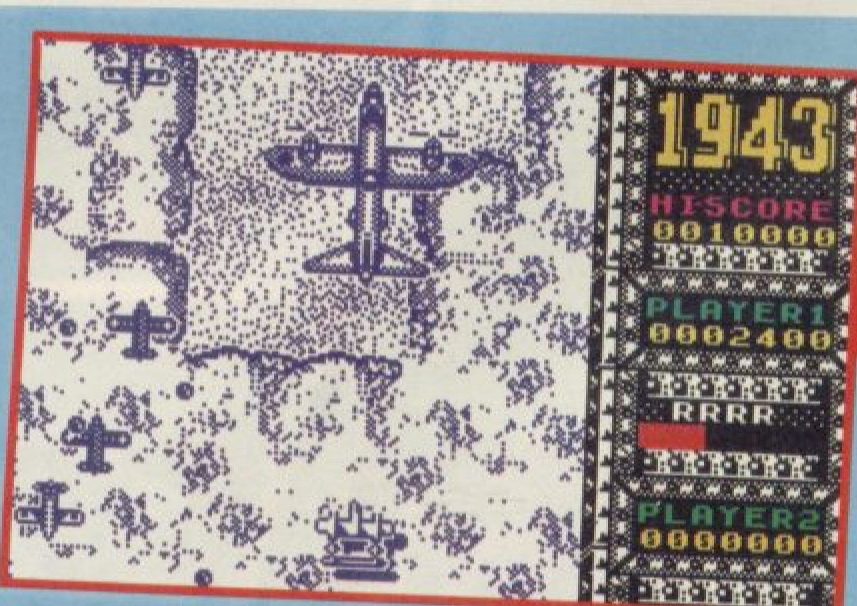
Aliens come at you from all over the shop. Well, okay, they come at you from alien generators which are absolutely everywhere. There are mines too, each type (3) with its own characteristics, like vertical movement, or ones that follow the edges of walls etc.

While all the bad guys, like goat's-heads and demons spitting all manner of awfulness at you, you're trying to get your diamond quota together. Even this isn't as easy as it could be. You've got to break pieces off the walls and put these rocks into a diamond squeezer (diamonds, as every cub-scout knows, are made from putting pieces of coal into vices).

All looks a trifle complicated for a dimbo like me, but if you've got half a brain then you'll probably love it. Check out the review next month.

Streetdate: September.
Price: £9.75

1943



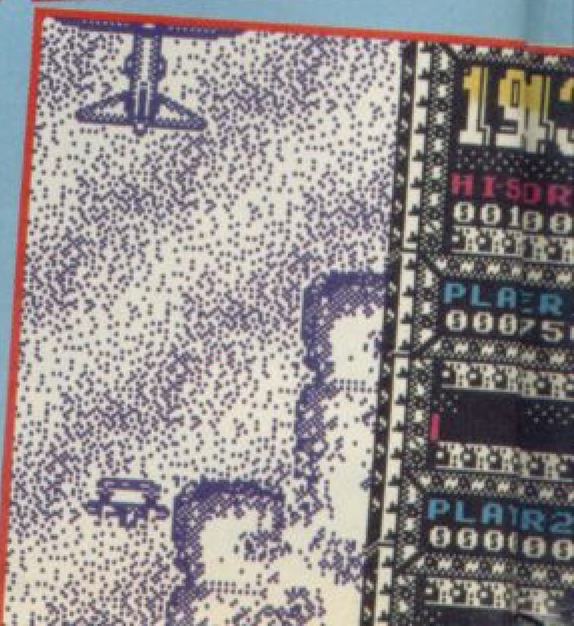


Here we go. US Gold's forthcoming Capcom tie-in, *1943*. It's *Flying Shark* time again, with you flying your aircraft up top-bottom scrolling screen, shooting out enemy patrols and every now and again coming up against the Big End of Level bad guy in this case it's an enemy bomber which takes upteen hits to destroy.

Seen it before? Well, probably. There are additional weapons up for grabs which give you bizarre out-of-period firepower like multi-directional bulets and the like.

Graphically impressive, and the demo we saw moved at a reasonble pace too. Even so, I wouldn't expect to see anything new.

Streetdate: September.
Price: £8.99



Cybernoid 2



The press release distributed with these pictures of Hewson's up-coming corker, **Cybernoid II** reads like a cross between the military specifications of a new US destroyer and one of the 'oo-er' passages from a Harold Robbins book.

Just take a gander at some of the extracts: "Hyperspace feature/Visible shields, guided bullets/certain emplacements ejaculate harmful projectiles when destroyed/huge steaming, throbbing ramrods punch..."

Well, you get my drift.

Anyway, despite the bizarreness of the waffle, the game itself looks gerraate. Following on from the first episode, you're on another mission of death and destruction, this time in an even more incredible space ship, working your way through a maze of alien tunnels which have become horribly 'alive' since the last game. Big skeletal heads and limbs poke out from the walls, and squishy eyeballs on stalks dangle from the ceiling. All a bit nightmarish.

Among the new weapons availalbe for collection are guided bullets, which you can instruct where to go, Yo-Yo bombs and something called a Boomerang Blaster, which I don't quite understand.

The aliens have got tougher, too. If you hang about too long, you'll have a pack of 'baiter' craft on your tail before you can spit, which should ensure that the games moves at a sprightly pace. The bad guys are more varied, too. They fly around in circles now, and leap out from behind hidden niches at you. Their attack waves change style depending on the time you spend on one screen.

It seems to us that only a gargantuan balls up could prevent **Cybernoid II** from becoming the best space shoot-out of the winter.

Streetdate: October
Price: £7.95



ACE 2088

Good heavens above in the highest almighty already begorra. What some people will do to shift their software.

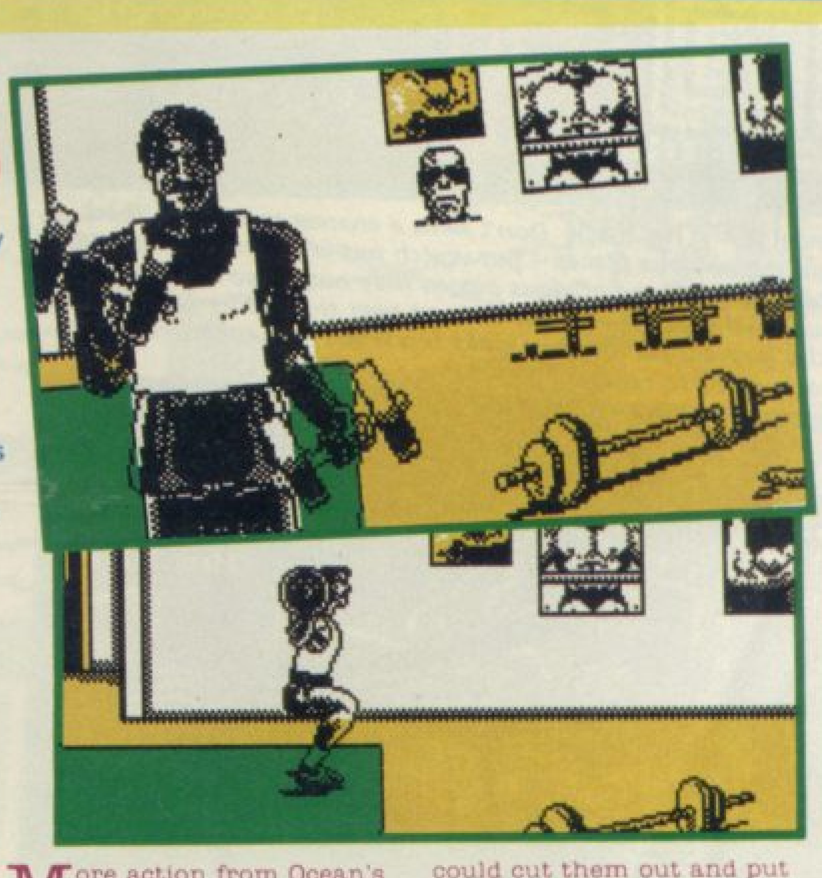
Cascade (where's 19 **boys?) were working for ages on this game (check the pix) and they were going to call it** Enemies **(see previews in issue 71). Well they had the marvellous marketing idea of changing the name of the game to make it into a sequel of one of their earlier games which sold well.**

And so, here are some more pictures of the forthcoming ACE 2088.

Streetdate: September.
Price: £7.95



DALEY THOMPSON'S '88



More action from Ocean's impending corker, **Daley Thompson's 88**. You've probably already loaded the demo on the tampe (if not, why not?) but we thought that you'd like to see some more pics. You could cut them out and put them on your wall, or in your wallet, or maybe bake them in the oven and make some earrings. (This isn't, by any chance, a space-filler, is it Jim? — GT).





LAST NI

Just who are these people who say there's nothing more you can do with the Spectrum? Panda pooh. **The Last Ninja 2** is as good a game as I've seen on any computer, and all the colours and sampled sound effects in the world wouldn't alter the fact that the Spectrum version is wonderfully playable and looks fab.

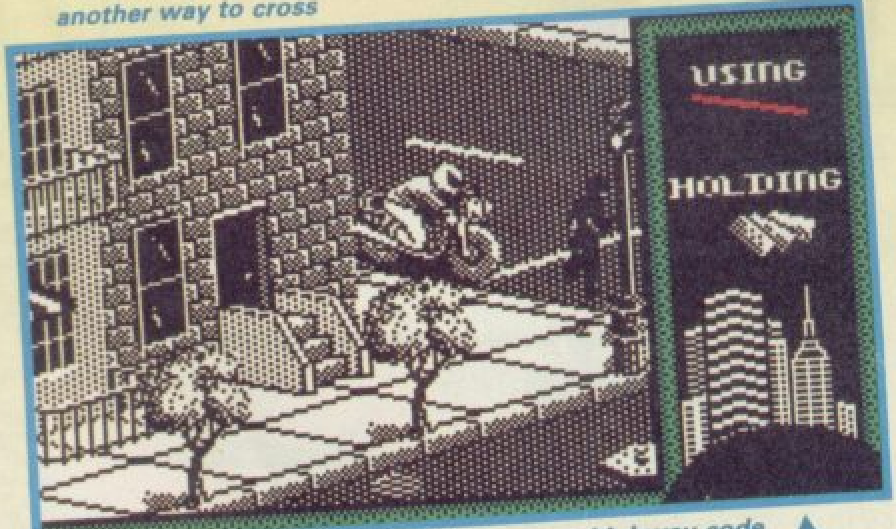
Last Ninja 2, you say? What happened to **Last Ninja 1**? Apparently, it was a bit of a bish and System 3 wisely decided not to market the Spectrum version, though it was a hit on the Commodore 64. There's a chance that **LN1** will appear on the Spectrum now that they've sorted out the problems.

LN1 was a fighting/strategy game set in ancient Japan, in which Mr Ninja took on the evil warlord Kunitoki. **Last Ninja 2** looks very much the same, with a large playing area in the top left of the screen, and displays of your current weapon or object, timer, score and fighting strength. There's a choice of joystick control modes – normal, directional, and so on – so you can choose the one with which you feel most comfortable. Options include a variety of fighting moves such as punches, kicks, ducks and leaps, and you can also pick up and use objects, selecting the current object with the keyboard.

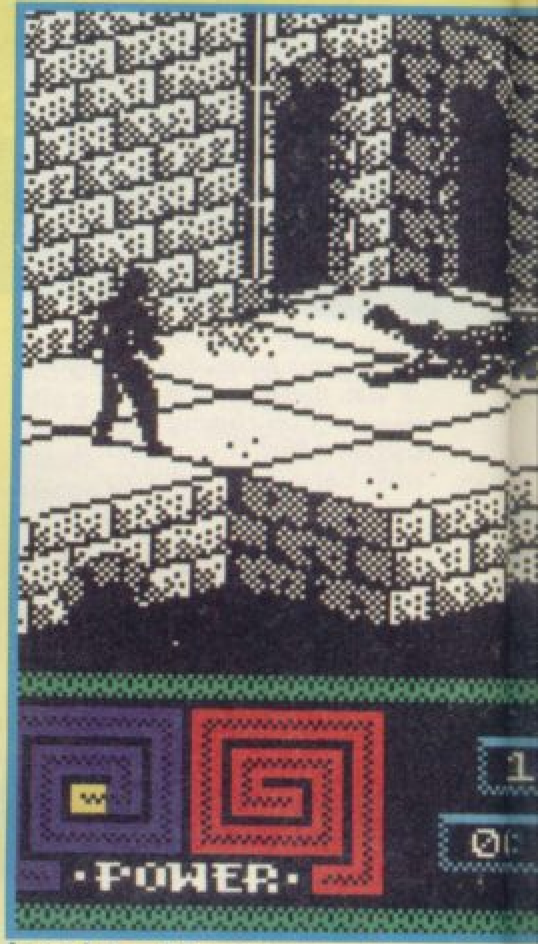
What's changed is the setting; instead of ancient Japan, you are now plonked in the rough-and-tumble of modern New York, transported



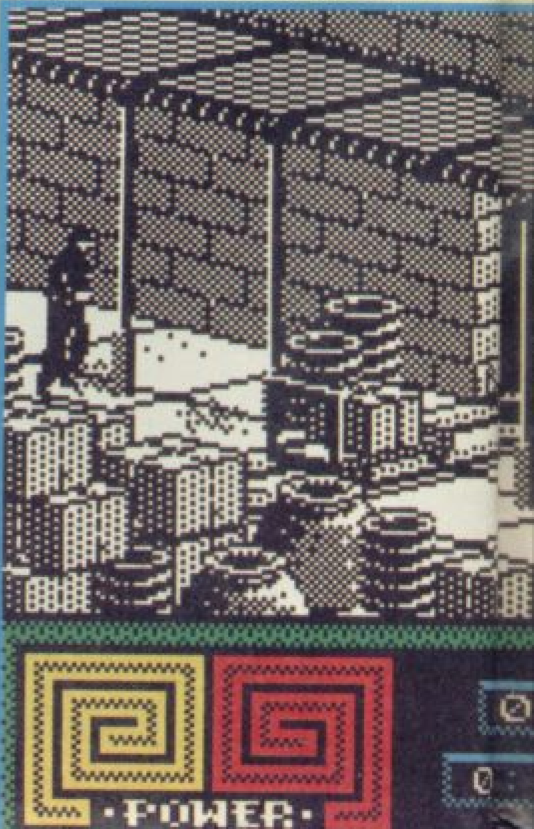
Level 1 – The Park *Don't miss a chance to pick up food from the obvious places – but watch out later on in the game, where some of the obvious places may not be so healthy. Keep your head down if you want to get past the deadly juggler. If the leap across the river looks too wide, perhaps there's another way to cross* ▲



Level 2 – The Streets *Remember your highway code if you don't want to have a nasty accident. Some of your friendly policemen aren't as friendly as they should be. If you enter the martial arts shops, prepare for a fight from the owner.* ▲



Level 3 – The Sewers ▲
The thugs aren't the only dangerous vermin in the sewers. You'll need to keep your bottle if you hope to defeat the alligator. In some cases a ladder can be a red herring.



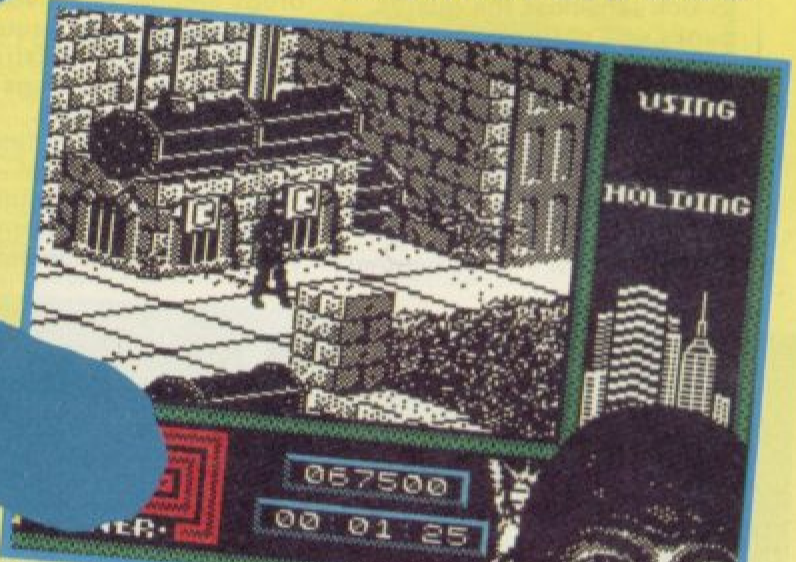
NJA 2

through time to take out the evil Kunitoki, well-known ninja-slaughterer and stealer of Orbs of Power.

The first thing you'll notice is that the backgrounds and characters are fantastically detailed and realistic. You start off in Central Park, complete with bandstand, park benches, fences, trees, paths, lakes, streams; it's all there. It's a multi-load game, with 16 or 17 screens for each of the five loads, so that's lots of screens.



Level 4 – The Factory *You can escape the panther's claws by getting it hooked. To complete the game you'll need the help of a flexible friend found in the warehouse.* ▼



Level 5 – The Office Block *If you are looking for information, where would be the most informative place to look? If things get a little hot for you, try letting off steam. You'll need a big lift to get to the next stage* ▲



Level 6 – The Mansion *In the dark? Just try switching things around. Any information you have found needs to be kept really sage. Once the Orb's yours, the trouble really starts!* ▲



LAST NINJA 2

Your ninja character is excellently animated, and because all the graphics are monchrome there's no problem with colour clashes. The game combines fighting and puzzle-solving, so while it's good fun to kick senseless the guards, punks and corrupt cops who attack you on the way, a major element is working out how to find and use objects. How, for instance, do you kill the giant crocodile in the sewer? Could it be something to do with the bottle? Can a chicken really save you from a black panther? Where do you find extra food? And just how does that pole help you to cross a stream?

Your eventual aim is to find Kunitoki and reclaim the stolen Orb of Power. Since he has set himself up as overlord of a drugs empire, this invovles you fighting your way through the park, the sleazy backstreets of NY, the sewers, a drugs factory, and Kunitoki's gothic headquarters. If you find the end point of each level – usually an obvious door or other exit – a menu comes up asking you if you want to load the next stage. Usually, but not always, any objects you find relate to a puzzle in the same stage. However, some relate to later levels, so before you move on, make sure you have found everything there is to be found. Clear?

Though there are no sound effects, this doesn't really detract from the game. There is a theme tune which plays in pause mode.

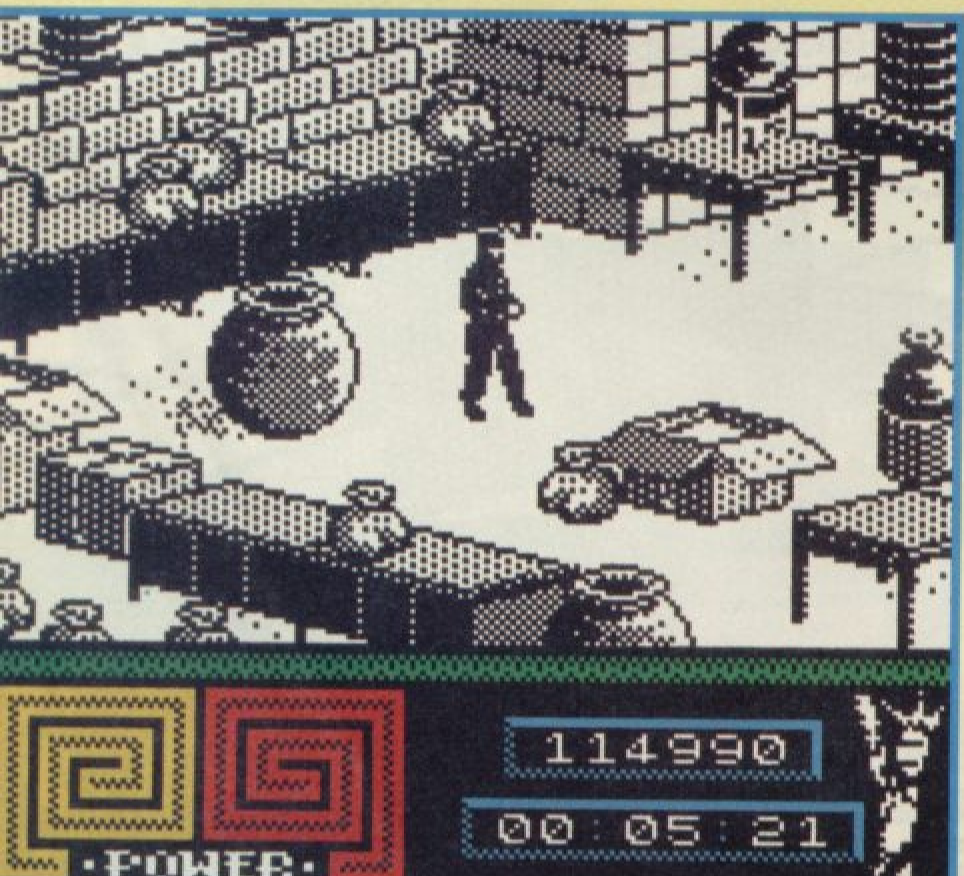
Last Ninja 2 is a massive game with massive packaging; a huge box, a 64-page novella/manual packed with juicy clues, and loads of ninja-style novelties. Considering the derivative dross some companies are churning out at £9.95, it's a bargain even at £12.99, because it will keep you playing for months. Even if you complete the game, you can play again trying to get a higher score – read our little boxes for some handy hints.

Programmer Mev Dinc, he of **Gerry the Germ, Prodigy** and **Knightmare** has done a superlative job. Gary Thornton's graphics are excellent, and even in 48K mode the music of Brian Marshall is catchy and entertaining. Buy this game or a big Japanese will poke you in the eye■

GENERAL HINTS 'N' TIPS

- You don't have to fight any opponent if you don't want to – but some will cut you down with throwing throwing stars if you try to run, so mind your back.
- Once you have battered an opponent unconscious, you'll get a bonus score. Many baddies will recover shortly after, and you can kick the stuffing out of them again for extra bonuses!
- Think about how objects and obstacles work. You can't climb down a ladder facing outwards, for instance, so turn your back before you descend.
- Your fighting moves change automatically as you find new weapons; with the nun-chaka or pole you stab and slash rather than punching and chopping. Use each weapon to its best advantage.
- Watch out for useful objects flashing as you enter each screen and search everywhere for hidden objects.





ARCADE REVIEW

FAX BOX

LAST NINJA 2 Label: **System 3** Author: **Mev Dinc** Price: **£12.99** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND
90	69
95	96
PLAYABILITY	LAST ABILITY

Huge, wonderful, un-missable martial arts graphic adventure

Reviewer:

OVERALL 92





Dear Kamikaze,
I can't <u>bear</u> it! My newsagent keeps selling out of Sinclair User before I get my hands on it. What can I do? *(Desperate, Lincs)*

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GREMLIN'S FOOT-IN-MOUTH CORNER

Anyone catch YS Ed's unfortunate slip last month? Just in case you missed it: "Remember that they (Sinclair User) have been pushed into third play by YS – these are desperate men . . ." – Letters, page 14. Actually no.

The Ed was referring to ABC's (how many copies each mag sells). Now, since SU is outselling everyone else, what the quote should have said was of course: "Yes, Sinclair User is now the Number One selling Spectrum mag and we really are a bit shocked actually."

Probably a typographical error. (By the way, Steven Green of no address, it wasn't us that put YS in fourth place in 'Rip off of the year but our readers' votes.)

Actually we think it was a bit unfair on YS which we quite like really and deliberately didn't mock in the Poll Results. We weren't going to mention it.



GREMLIN'S PR DECIPHER KIT

Don't get caught out by those damned shrewd marketing people! Just use Gremlin's easy-to-follow guide to you won't spend your pennies on the wrong game.

All the thrills and spills of the coin-op – Apart from the Megabyte of graphic memory and the hydraulic cabinet

A shoot out in the classic style – Left/right top/bottom scrolling **Invaders/Defender** clone. "Classic style' usually directly tranlates to mean 'crappy graphics'

A brave innovation in games design – Everyone else scrapped this at storyboard stage

Graphically identical to the arcade version – The arcade machine was either **Battlezone, Space Invaders** or **Mr Pongo Collects Litter in the Park**

Fun for all the family – Mis-targetted educational package. The character graphics don't even interest Mum

Frenetic – Impossible

Learning curve – The game starts out very easy indeed, but as soon as you shoot the first alien, 100,000 screaming foes flood the screen along with motherships, battle tanks etc and the whole thing becomes impossible, but at least it got you started . . .

LAST MONTH'S COMP

Loads and loads of entries for last month's compo. Gremlin was shocked at the utter perviness of some of them but generally the offerings were not half bad. Very very many people made jokes about the +2 and the girl somehow being exchanged, the best of which was from Alan Blood who had the guy in sunglasses saying, "OK it's a deal, this +2 for the girl." Probably sexist, but definitely quite funny.

Best offering, which also happened to be totally non-sexist and pretty clever, came



from Phil Bennett of Bracknell, whose caption offering was, "With five more tokens you could have had a nice set of glasses." Anyway, Phil gets twenty whole pounds to have a wizzo time with. For ourselves, Jim will have a packet of Hubba Bubba and some jacket crisps, Tamara would like Hubba Bubba (not original flavour), Jenkins (Mr Blag) will have some jelly babies, Andrea will have a Fab lolly and El Presidente will have some coolmints and sugarless gum, ta Phil. Shall we take them out of the cash before we send it? Thought not■

Gremlin



Caption Competition 21

Well just look at this. Codemasters certainly are gluttons for punishment. Yet another Codemasters promo picture. This one depicts some of the weeniest Darlings who form the 'Play Testing Department' at Codemasters HQ. Ho humm. So here is this month's challenge. What could these three kiddies be saying? What are they thinking? What are they playing? You decide. Writer of the funniest caption to reach us before September 1st gets £20 to spend recklessly■

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NEXT MONTH

October. While the rest of the world is getting colder, SU will be getting hotter and hotter. On the tape we've got a playable demo of one of the most amazing shoot-'em-ups we've ever seen. No names. Yet.

We'll also have a fantastic game written for us by a programming star and pokes too. Inside the mag we've got pictures and info on a game so hot it's burnin' (is that a clue)? Plus lots of pics from the best PC Show games.

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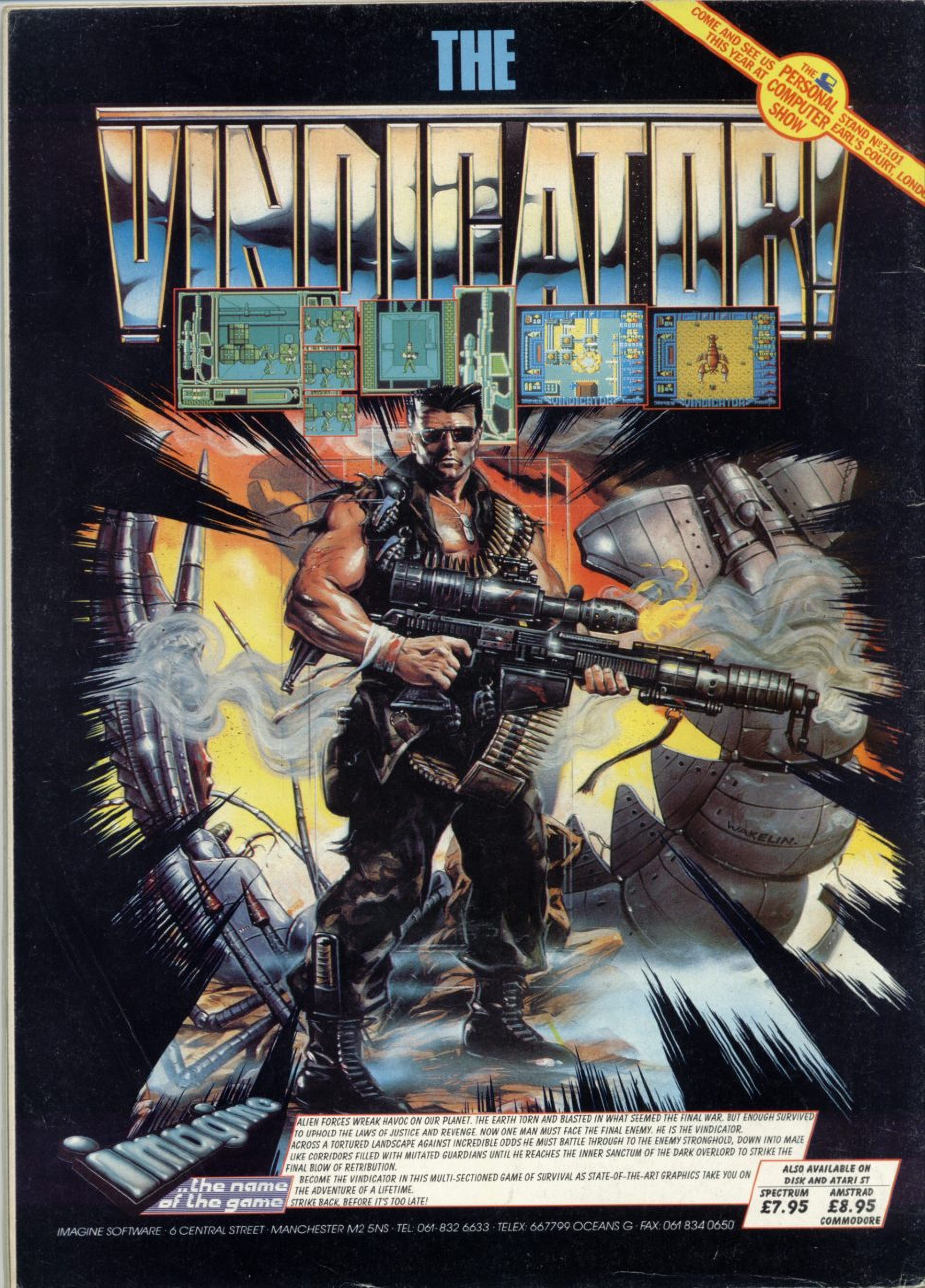
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